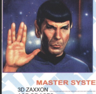


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SEGA ACTION FOR AUGUST

8

SCREAM ALL YOU LIKE!

10 The alien nightmare has returned and you're not even safe in your own bedroom! Plug in your Mega Drive if you dare and take in Flying Edge's fearsome ALIEN[3]!

THE ROAD TO HELL!

18 If you don't like blood and guts, steer clear of Razorsoft's gruesome *Stormlord* sequel, KEEPER OF THE GATES!

THE ULTIMATE DETERRENT!

28 The Black Marshal puts Sega's brand, spanking-new MENACER Light Gun through its paces and finds it packs one helluva punch!



HOUSE OF FUN

52 Flying Edge's totally brilliant, rat-smashing epic, KRUSTY'S SUPER FUN HOUSE, hits the MD. Is it a belter or wot?!

GOOD VIBRATIONS!

72 WIN a brilliant music soundtrack cassette and loads more! *Termie, Chuck Rock, Prince Of Persia...* you name it, the dudes at KRISALIS composed the music. Adrian Pitt went to Rotherham to ask how!

PRIZE DRIVE

9 Get your SEGA FORCE XPRESS Club Card at the ready and see if you've won any outrageously good prizes on your Club page.

ALL THE ANSWERS

57 Fill in our game-freak SEGA FORCE survey and you could walk off with a mammoth £100 software voucher!

GOING DOWN

24 And here's something to spend it on — six old classics under the SEGA FORCE hammer all for under 20 quid!

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62 Get a load of our fantastic subscriptions offers like this fab Pro Pad and make sure you get regular!

REGULARS

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MASTER SYSTEM

GAME GEAR

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Gotcha!

Read the news item about the Game Genie? Looks like the Mega Drive version's going to be around sooner than we thought.

It's taken a fair old while for the concept of the original Code Masters invention to be fully accepted, both in the States and over here. Even though there've been codes filtering through from Marshal Rosenthal over the last few months, you can expect the trickle to become a flood very shortly. Hornby, who are launching the Mega Drive version over here, are already working on a special code book, just like the Nintendo version, and they've also agreed to supply red hot new codes to SEGA FORCE — hot off the cart, so to speak!

If you go the International Computer Show, you'll see the MD Game Genie up and running on the SEGA FORCE stand. As the Game Boy version's probably going to be demonstrated as well, let's look forward to the other Sega versions seeing the light of day as soon as possible. Keep scanning these pages for the latest info!

SNIPPETS

Superman should hit us soon, thanks to some hard work at Sunsoft.

Bop and Bump look set for blistering platform action in The Gadget Twins!

Epic fight action is promised inActivision's Super Battletank!

Asciiware hit the MD market with the Power Clutch.

Not to be outdone, GG owners get a host of Ascii goodies on offer.

STATES EXTRA

Summer's here! Or at least it is if you work in the console industry. The annual **CES** (Consumer, Electronics Show) in Chicago got underway and anybody who's anybody was there. If you want to know what's coming for your Sega machine, drool over the rumours and gossip we picked up:

The first thing you notice about **Sega** stuff this year is there are a lot more third party publishers than ever before. This means more games and cracking licences are in the pipeline. Read on and start droolin'!

Let's start with the big names. Big coin-op manufacturers **Taito** have just jumped on the console bandwagon. Their first **MD** title is the coin-op conversion of *Cadash* (import review this issue) and fits in nicely with the already released (on import) **GG** *Chase HQ*. There's sure to be some more coin-op releases from them pretty soon — we'll be the first to let you know.

Having a ball!

Next up are old friends **Tengen**, distributed in the UK by **Domark**. They've got some cracking titles ready to hit the streets. *RBI 4*'s the next instalment in the ever-popular baseball simulation, offering more stats and options than ever before. Baseball freaks are gonna love this one.

It doesn't stop there, though! Fancy getting behind the wheel of a dirt track 4x4 racer? Look out for *Road Riot*. *Steel Talons* keeps up the action with a helicopter-based simulation, taking you through 12 missions featuring amazing 360-degree polygon graphics. Phew!

Did you catch the **Gametek** *Wheel of Fortune* review last ish? Hot on its heels are some very strange games indeed.

Prepare to meet Bop and Bump, the *Gadget Twins*, in a platform/action game that should be a real eye-popper.

If that's not enough, they're also responsible for *Humans*, the *Lemmings*-ish cart about the development of mankind (that's us, in case you'd forgotten!).

Adrian and Paul!

Sunsoft have been pretty quiet since *Batman* and *Super Fantasy Zone*, but the latest word is they've secured the *Beauty and the Beast* licence. The film should be out in 1993.

Meantime, *Lemmings* is due for official release sharpish and Stateside they're working on **Virgin**'s *Superman* and other hush-hush games.

Next up is one of the new boys in town, **Activision**. Although they've been around a long time on the Commodore and Speccy front, they've just dived into the **MD** market and look like making a belting start with *Alien Vs Predator*, involving the characters from both films. Sci-fi freaks'll fall over themselves to get at this one.

The old **MS** and Nintendo favourite *RC Grand Prix* should be here soon on the **GG** while **MD** owners can look forward to

TROUBLESHOOTING!

Having trouble with your hardware? Not anymore, because you can now send all your broken Sega console units to some truly caring people in South London. **HC Rowland & Co** are the technical bods who help out **Sega Europe** in a tight repair spot, but that doesn't mean they can't help you lot out as well! For a set fee, most faults can be put right and your beloved unit returned to you promptly. On top of that, those awfully nice people will also sort out conversions for all units. Have a look through the price list below and see if they can sort out your problem.

REPAIRS **Mega Drive: £35.25 Other unit: £28.20**
CONVERSIONS **Game Gear: £28.20 Other unit: £38.78**

If you have a problem with your Mega Drive, Master System or Game Gear, try and write down where you think the fault lies before sending it off, as it speeds up the repair time. Contact the company on **(081) 543 9898** or write to them at **59 High Path, Merton, London SW19 2JY** for more details of their Sega repair hotlist.

POTTY NOODLES!

If you like **Heinz Spaghetti**, **Spaghetti Hoops** or **Spaghetti Noodles**, there's a chance you might win a fabbo Master System while you're noshing! Under a new promotion, Sega's giving away a thousand Master System II consoles between September and November in a series of ten prize draws. Fill in the label on the special cans, send it off for and try your luck!

OODLES OF VIRGINS!

Virgin Retail (you know, those chappies who give us our mega charts) are to open a whopping 20 new dedicated **Games Centres** across the country this year. New Megastores are planned, too, to bring Virgin's total presence to 32 Games Centres and 20 Megastores. Check out future issues to see if one's opening near you and get down there for great gaming!

Super Battletank, TOYS and *David Crane's Tennis*.

Loadsa licences!

Last but by no means least, **Acclaim/Flying Edge** have announced some more titles to take them right up to the beginning of 1993. You can expect to see *Roger Clemens' MVP Baseball, Spider-Man and the X-Men, Super Smash TV, Super High Impact, Terminator 2: The Arcade Game* and *Terminator 2: Judgment Day*, finishing off with, wait for it, *WWF Wrestlemania*.

Don't fret, the **GG**'s not been left out in the cold, 'cos *Super Smash TV, T2* and *The Simpsons* should keep you busy for a fair old while.

That's enough on the software front for now, but there's plenty of new hardware due to hit the streets soon.

Asciiware are always full of new ideas and they're launching their smart **Power Clutch** joystick for use with the **MD**. No official news as to when we'll get it but importers should have it soon.

To tie in with the Power Clutch comes *Double Clutch*, a racing game in the *Super Sprint* mold. Boasting HOT graphics and wicked upgrades for your car, this one could be a lot of fun.

One last piece of **CES** info to finish is news of the **Turbo Touch 360** from **Triax Controls**.

A weird looking joypad this! The key feature here is the claim that you'll never have to suffer from Joystick Finger (or thumb) again. Apparently, all you do is pass your fingers ever so lightly over the direction sensor and it does all the hard work for you — no more keypad punching, no more — as the Triax blurb has it — **numb thumb**! We're gonna wait until we see this one for real before believing it, but our publisher, Roger Kean, tried it out on *Sonic* while at the CES, and claims it really does work and take the strain out of winning! Meantime, make up your own minds, but it sure sounds impressive at around £26!



That's the big Stateside show for another year. The stands are closed, the free drinks have been drunk and the grub's been eaten! Roll on January 1993 and the next **CES**!

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Those who know and love me (hello Auntie Phyllis!) are well aware that my vocation in life was *radio*. Then, for a reason unbeknown to myself, I ended up here! So, I was well dischuffed when I heard some bloke, who I believe to be named after a holiday resort in Frinton-on-Sea, was presenting a show called *Force Field* on Atlantic 252. In case ya don't know, it goes out at 8.30pm on Wednesday nights and gives the low-down on all the best games featured in SEGA FORCE and t'other mag, N-FORCE. It's fab! It'd be better if *I* was sitting in the hot seat. Fret not, I intend to piddle on that dude's sandcastle. This is war!

● You may have noticed SEGA FORCE is getting bigger and — although I don't know quite how — better. As the leading Sega mag, we listen to what *you* have to say, so keep your ideas coming in!

YOUR WISH...

After months and months of speculation, the truly magnificent Mega Drive **Game Genie**'s all set for a mammoth UK unveiling on the **FORCE FIELD PLAZA** at the **6th International Computer Show** (Wembley, 10-12 July).

Though the big launch of the day will be the **NES Game Genie**, UK launchers **Hornby** are promising the **MD** version'll be in demonstration mode on the **SEGA FORCE** stand, ready for its September release at a tentative price of £44.99.

If you're behind the times and don't know what the **Game Genie**'s all about, prepare to be knocked out of yer socks! It's an amazing little device that lets you alter the game you're playing by using special cheat codes.

Things like infinite lives and more power-ups are common place codes for the Genie, but things like growing bigger, firing faster, having unlimited money or basically any function controlling the game can be altered to your specs, making it as easy or as hard as you like. Fab or what?

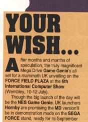
Speaking about the show, Hornby's Andy Hiseman commented, 'This has come at just the right time. The Game Genie was due for launch in July anyway and that, plus the fact that SEGA FORCE will feature us on their stand, are the main reasons for going!'

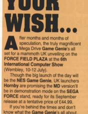
Good on ya, Andy.

Already out in the States, the **Game Genie**'s going to be huge over here, so keep SEGA FORCE close by for **exclusive** codes for old and new games alike, very soon.

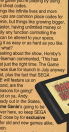
Meantime, get yerself down to the show this weekend, using the special £1 discount voucher we gave ya last month! If you don't, you'll be very, very sorry indeed.

There'll be a full report on madcap show events in next month's ish and be warned, if you do **miss** out, it'll end in tears!







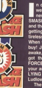






SMASHING STUFF!





In case you didn't notice last month (which stone were you hiding under?), SEGA FORCE has got a new blockbuster game logo — The SEGA FORCE SMASH! Just like the old Mega Blaster, Master Blaster and the like, the SFS'll be awarded to all those games getting a knockout 90% Force rating or more from the tireless SEGA FORCE deadheads. Look out for it. When you see it, you'll know the game's an essential buy! Just for good measure and to check you're all awake, here's a little observation test! Which game got the highest Force rating and the new SEGA FORCE SMASH award in Issue 7? If ya know, send your answer in on a postcard to: I SAW IT FIRST YA LYING GIT!, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

The first correct entry we get through our humungous letterbox'll win one of the all-singing, all-dancing, brand-spanking, stonking new SEGA FORCE T-SHIRTS!! Get searching and get those answers in ASAP 'cos we've only got one shirt in the office and Mad Dog Mat's already started chewing at the sleeves!

TV GAMES GO GA-GA!

Stuff the recession, business is booming down in Ewell, Surrey, home of console experts **TV Games**. Not content with one mind-blowingly game store, our quick-witted impresarios are planning a second shop in Purley, South Croydon, with a third due to appear this Yuletide (or should that be Ewell-tide?!).

TV Games have been around for nearly two years now and 'boss-cocky' **Jason Henton**'s *so* excited about their success, he ain't gonna let things stand and stagnate, no sireeee!

Three shops definitely ain't a crowd! As Jason said: 'We intend to keep things local for the time being. My vision's to see ten shops up and running in the vicinity of the M25. However, we're looking nationwide, too, and hope to find the ideal spot for a new store.'

What makes **TV Games** so successful? Jason explained: 'Our motto's 'Try Before You Buy'. Customers get the chance to see a game in action right there and then, in-store. If they don't like what they see, there's no obligation to buy.'

What've they got?

TV Games stock a whole range of Sega and Nintendo consoles (as well as the Atari Lynx) and more cartridges than there are 'tasteful' Benetton ads!

Jason said: 'We have 240 Sega titles in all on display at any one time. Virgin Megastores can't lay claim to that!'

There are plans afoot to branch out even further, with the latest Amiga and IBM PC games. Business software will be available by order.

Who knows, **TV Games** could be coming to a town near you real soon. Tune in to SEGA FORCE and keep your eyes peeled for a fabulous **TV Games Competition**. If you pin-point the exact location of a new **TV Games** store, a barnstormin' barrel of booty could be yours! More news on that in a future issue, so keep watching up and catch the compo when it comes.

Listen up — don't be a fool, phone **TV Games** in sunny Ewell! (Strewth! we're wasted here! Want us to write your advertising slogans, Jason?!) If you want more info, you can contact **TV Games** on: **(081) 786 7816**.

DOMARK'S DEADHEAD DEBRIEF!

Not only do we have a plethora of previews from *Domark* and *Tengen* this month, the guys and gals down in Putney (famous for its bridge and a pretty good fish 'n' chip shop!) are keeping themselves busy with a grand line-up of new releases for all three systems.

He likes 'em shaken not stirred, yes siree! The name's Bond, James Bond, and he lands with a thump on the MD in September, MS in October and Game Gear in January 1993.

Arch-enemy Ernst Blofeldt has marshalled his forces for one last attempt at conquering the world. He's kidnapped Professor Michael Jones and his beautiful daughter, Sarah.

Worra hunk!

As the suave, sophisticated hero, you search for the distressed couple on an oil tanker, through a jungle, volcanic caverns and finally aboard a space shuttle.

Bond's old adversaries crop up time and time again, but if the hunk collects the briefcases dotted here, there and everywhere, he can use some of those weird and wonderful technical gizmos he's renowned for to hack 'n' slash 'em! *James Bond*'s a mixture of platform and beat-'em-up action. I've seen a demo and the graphics, animation and scrolling look pretty slick. Fast cars, fast women… I can't wait!

Fighting for knowledge

That awesome MD game, *Pitfighter* (Issue 2, 90%), is set to kick up a storm on the Master System this October. Choose from three fighters, each with their own individual skills and prowess, then bash butts till the steroid-sucking sadists come home!



There are some mean bleeders walking the streets — not to mention the Ultimate Warrior! *Pitfighter*'s a great challenge. Master System owners should be well chuffed with this one.

The long-awaited Bond blast makes it to the MD, and it looks bleedin' amazing!

MS drivers shouldn't worry either, 'cos this version's looking outta sight as well!

If you don't know what Desperate Dan likes for lunch or how many gold balls there are on the moon, you'd better grab *Trivial Pursuit* for the Master System pretty damn sharpish! The MS game's out in September, GG and MD releases look likely.

The game was well received on home computer formats and looks set to be *even* better this time around (it appears in four different languages, would you believe!?). All the features of the board game are there, plus musical and pictorial questions.

Matt intends to wow us all with his knowledge when the game comes in. He once auditioned for *Mastermind* but found he was allergic to black leather upholstery!

Flying high

Finally, a few little titbits to tickle your fancy! *Super Space Invaders* is due for a September release on Game Gear. Many new alien waves and attack formations are included to challenge even the most hard-bitten of shoot-'em-up fans.

Mega Drive *Mig-29 Fulcrum* makes an April 1993 landing and my spies tell me it's gonna be a corker! You fly the Soviet Union's most advanced frontline attack aircraft. There are numerous campaigns based in many different locations. As current realtime situations change, so must your strategy.

More gossip on *Mig-29* and a sport's game for the Mega Drive, *Rugby 2* (due to hit the streets Feb '93), in future issues. Stay tuned…

SPARKIN' SEGA

Dudes up North can get their Sega stuff from brand a new outlet — the **Yorkshire Electricity Board**!! Ee by gum, who'd o' thought it, eh? True enough though, and most of the YEB stores will stock Mega Drives and Master Systems (no news on Game Gears yet) by September. You never know, come Christmas time they might well have installed coin meters on the side of 'em!

SAFE BALLISTICS

The latest in the **Accolade/Sega** legal battle is set to take shape on July 20, when Accolade has a hearing of its appeal against the original injunction. Check out the next couple of issues of SEGA FORCE for the results. Meanwhile, Accolade's been clearing up a retail confusion by stressing all of their MD games, released in the UK on the Ballistic label, are cleared for sale. So if you fancy one of Accolade's selection of games, don't worry, you won't be breaking the law!!



DEADHEAD XPRESS

Reach for your card and check out the winning numbers!

You know the score! If your exclusive card number matches any of the winning numbers on the SEGA FORCE XPRESS HOTLINE, you're a winner! It's that easy! Just call the number below and if you've struck it lucky, send your card to **MEGAFONE XPRESS CLUB, Sandylands House, Morecambe LA3 1DG**. We'll send your prize plus your card back so you can try again next month! Ain't we bleedin' generous or wot?!

Check out these great prizes!

TOTAL CONTROL!

If your number matches the one on the hotline, these flickin' brilliant remote-controlled racers could be yours! Get dialling and see if you've won total control over this little lot!

FOOTIE CRAZY!

We've got five winning numbers on our hotline here, to match up with the five awesome soccer strips up for grabs. If your card number matches up with one of ours, you've got yourself a football strip in your favourite team colours!



GET TRACKING!

Get a load of this superb Le Mans Scalextric track! With two smart racers and acres of track, this one'll keep you busy for a long, long time. Call up the hotline and see if your card number matches ours. If it does, it's all yours!

EYES DOWN!



Wrestling, *Thunderbirds* and hi-speed shunt stunts! Five brill videos are on offer here! If your card number matches ours on the hotline, they're all yours. Call up and see if you can collect!

XPRESS YOURSELF!

Please note that your card isn't valid until the registration form (page 57/58 – Dead Head Survey) is completed and returned! If you missed last month's ish and haven't got your card yet (bogus!), just send an SAE to DEPT NOPN, Megafone, Sandylands House, Morecambe LA3 1DG and we'll send you a free card and details of the winning numbers straight away. Good luck!

INSTANT WINNERS!

TEN JOKE PACKS



100629
139020
237145
112697
140362
184538
165229
127895
163134
213971

2 CLUEDO BOARD GAMES!

101776
162943

If you've been a truly lucky beggar and won an instant prize, just send your card via recorded delivery to **Mike Watt, Instant Winner — SEGA FORCE XPRESS, Sandylands House, Morecambe LA3 1DG**. We'll get your prize and card straight off to ya!

CALL: 0891 424299

Calls cost 36p (cheap rate) and 48p (at all other times) per minute, inclusive of VAT. If you're living at home with your parents, or if somebody else is paying the phone bill, please ask permission before you call. A winners' list or a full list of rules is available by sending an SAE to Xpress Winners' List/Rules, Sandylands House, Morecambe LA3 1DG. No purchase necessary, just get hold of your card as soon as you possibly can and get winning!

£1000s OF PRIZES MUST BE WON EVERY MONTH!!



Probably THE most terrifying film of the summer is here — and so's the game. PAUL MELLERICK, the nearest we've got to an acid-blooded fiend, peeks out from behind a cushion.

Advance Play!

MEGA DRIVE md

ALIEN³

Oooh! Boy am I scared! I hate suspense/horror films, but like the extremely stupid person I am (I hate to agree, but... —Ed), I still watch them.

And if your idea of a good movie's having the cack scared out of you, you've probably set up your deck chair and sleeping bag (not forgetting your hot Thermos) to make sure you get the first ticket to this baby!

The return of Ripley...

Alien fans will have watched both films and probably spent all their dosh on any merchandise they can lay their hands on. Now, thanks to Acclaim, you can own the console version of one of the most eagerly anticipated sequels of all time: *Alien³*.

For those who don't know what the hell I'm talking about — and let's face it, most people don't half the time — *Alien³*'s the latest and possibly last episode in the ongoing struggle against man-eating alien life forms with a curious fixation for Ripley, a courageous woman played by Sigourney Weaver.

After the first film, which saw Ripley the only survivor from a ship boarded by the Alien, and the sequel, where her mission was to save an infested planet, the third *Alien* adventure's definitely the most bizarre.

And her friends!

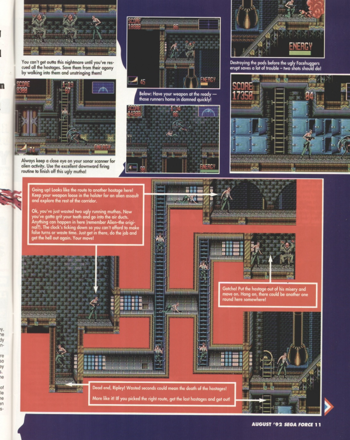
Continuing exactly where Aliens left off, the victorious Ripley's travelling in an escape pod with a badly damaged Bishop (a man, NOT a member of the clergy!).

But (there's always a but) the pod crashes. Where? On a penal (prison) planet populated by rapists, murderers and Mat Yeo! (Aaarrghh!) But it doesn't end there. Unknown to Ripley, she's brought some Aliens with her — and one of them's inside her! The resourceful, hardy Aliens breed and soon spread through the planet (like bleedin' rabbits, they are!).

As a prison world, security procedure demands a clamp-down on guns and the like, so using the meagre weaponry available Ripley must again try and defeat the Aliens at all costs.

But enough of the film, how does the game tie-in? To be honest, I don't know.

You control Ripley through five levels of Alien-busting action, mutilating monsters while searching for hostages. I don't know how the hostages got there, glued to the walls with Alien slime, but there they are and you've gotta rescue 'em.



You can't get outta this nightmare until you've rescued all the hostages. Save them from their agony by walking into them and unstringing them!

Below: Have your weapon at the ready — those runners home in damned quickly!

Destroying the pods before the ugly Facehuggers erupt saves a lot of trouble – two shots should do!

Always keep a close eye on your sonar scanner for alien activity. Use the excellent downward firing routine to finish off this ugly mutha!

Each level's a maze of ladders and platforms, with the odd interconnecting tunnel thrown in for good measure. Simply work your way through each level and rescue a set number of hostages.

Don't panic!

Easy enough... if it wasn't for the time limit! Even when you've found all the hostages you're not safe — you've still got to find the exit! The adrenalin really gets pumping.

The controls are fairly straightforward. One's the fire button, you select the weapon with another, and the third button's for jumping.

There are four weapons at your disposal, each best suited to particular situations. You have your trusty pulse rifle, a mean flame thrower, a mother of a rocket launcher and ever-useful grenades.

But because of limited weapon supplies on the planet, what you start with is all you can get, so use them wisely.

Go to work on the eggs!

On Easy level you have 99 shots from your pulse rifle, 80 bursts from the flame thrower, 50 rockets and 40 grenades to blow open doors. Pick Normal or Hard level and watch those numbers come crashing down!

To help save your ammunition you're holding a motion tracker which picks up *anything* in your area. Displayed in the top-right corner of the screen, the tracker shows a sprinting Alien as a blip moving toward the centre of the scope, the centre being YOU! They move very quickly so be careful and *very* alert.

As well as fully-grown Aliens, you have to contend with eggs dotted around the platforms. Each egg contains a face-hugger which launches itself at your head if you walk past, draining energy.

Above: Looks like the entrance to an air duct here! Could this be the exit to level two you've been hunting for? Maybe it is, but you've still gotta negotiate the ducts to move on again!

It's advisable to wipe out as many eggs as possible. Contact with face-huggers and Aliens gradually depletes your energy, finally taking your life.

Two biggies

Similarities to *The Terminator* are sure to be mentioned, unavoidable as both were programmed by Probe. But as *The Terminator*'s a good game this isn't such a bad thing.

The Ripley sprite is very close to poor old Sigourney in the film, running round in a pair of combat trousers, a sleeveless T-shirt and an unsightly shaven head. Yes, she's a complete slap-head, poor thing.

The animation's just like *The Terminator*. Brilliant. Ripley holds the weapon across her chest as she sprints across the platform, and recoils when she fires, her face lighting up from the weapon discharge.

One piece of gossip you might like to know. When first programmed, Ripley's breasts wobbled outrageously as she ran across the screen (cue lecherous laugh). Scolded for being sexist, Probe designed a less, um, ample sprite.

The graphics really are excellent and the Alien sprites, be they fully-grown or scampering face-huggers, are scary.

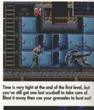
Music and sound effects are also of the highest order, with highly realistic gunfire and explosions. The music's *very* similar to *Euro Club Soccer* and *The Terminator* — derivative but very effective.

Platform addicts have a very difficult choice to make between the two blockbusting games out this autumn, *The Terminator* or this. To find out what we think at SF Towers, tune in next issue when we hope to have the full lowdown on *Alien³*.

PAUL

Above: Don't dawdle through the mazelike corridors and avoid the fan pits at all times, unless you want to end up chop-sueyed, that is!





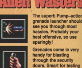
Time is very tight at the end of the first level, but you've still got one last scuzball to take care of. Blast it away then use your grenades to bust out!



Below: Fail to save all of the hostages on each level and a grisly fate awaits. Cringe in shame as you're forced to watch the aliens gut – busting!

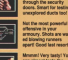


Alien Wasters



The superb Pump–action grenade launcher should see you through most hassles. Probably your best offensive, so use sparingly!

Grenades come in very handy for blasting through the security doors. Smart for testing unexplored ducts too!



Not the most powerful offensive in your armoury. Shots are wasted blowing runners apart! Good last resort!



Mmmm! Very tasty! You can almost taste the stench of melting scum. Go fry 'em with the flame–thrower. Sweet!

Win! Win!

GO COCOON CRAZY WITH SEGA FORCE FLYING EDGE AND HALCYON MODELS

THE GREAT EGG LAYIN' CHEST-BUSTIN' FACE-HUGGIN' ALIEN³ COMPO!

Ten grizzly fiendish Alien models, a chilling framed movie poster and Alien³ cinema tickets must be won!

Fancy scaring ya mother witless? Then enter our great *Alien³* giveaway and stick something gory in the airing cupboard! Yep, those kind dudes at Halcyon Models are set to shock the living daylights outta ya with these spine-tingling 1:5 scale Alien Warrior replicas. Worth about £20, those generous chappies have given us 10 to give away!

Halcyon specialise in science fiction film-related merchandise. With the long-awaited release of *Alien³*, they've added five new model kits to their already grand collection, which includes *Back To The Future* and *Terminator 2*

The models are highly detailed reproductions of the movie props. Research is vital so film technicians are consulted to ensure the models' accuracy. They're all easy to assemble and made from hard-wearing plastic, or soft PVC for the larger creatures.

And that's not all! Flying Edge, the company responsible for producing the game *Alien³*, have no less than ten pairs of film tickets and a stunning framed *Alien³* movie poster to add to the gruesome booty bag!

Our lucky first prize winner receives a superb Halcyon Models Alien Warrior, a framed poster and cinema tickets. Nine — yes, nine! — runners-up each grab a pair of tickets and an Alien model.

Creepy conundrums

Just answer the three cinchy questions below and the first ten entries dragged screamin' outta Mat's go-faster Drop Ship get the goodies, no sweat!

1. What's the name of Sigourney Weaver's character in the *Alien* movies?
a) Angela Rippon b) Eleanor Rigby
c) Ellen Ripley

2. What do the Aliens have for blood?
a) acid b) Paul Mellerick's saliva c) porridge

3. How many fingers has a Face-Hugger got?
a) 257 b) 8 c) 10

Send your entries on a postcard or a sealed-down alien foetus to **FACE HUGGERS OF THE WORLD UNITE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW** and make sure they get here by 6 August or Big Ed'll send Mat round to burst ya chest! Ouch, nasty!

Oh, and by the way, if ya fancy getting more information about the brilliantly nightmarish **Halcyon** models, try giving them a ring on 051 924 9458, or write to them at 22 Grahams Croft, Sefton, Merseyside L30 0PH.





High-powered execs, flash suits, ridiculously expensive 'business' lunches... The BLACK MARSHAL was really in his element when he dug out exclusive game news at Chicago's Consumer Electronics Show.

LUST. We all have it. The desire to obtain and own every great thing we see. That's what the **Consumer Electronics Show** (CES) is all about — EVERYTHING'S HERE! All the latest, projects in development, teasers, sample demos, moments and snips of sound and graphics and animation.

Walk with us down the aisles of row after row of video games in Chicago, USA, where all the world's high-tech gathers in just a few (admittedly towering) buildings.

Acclaim: just one of the big Sega game producers who were strutting their funky stuff at the Chicago CES! Expect big things in the Simpsons line from their Flying Edge later through '92 and '93, as well as other great blasts!

This year it's a bit different, in that the public's allowed to enter after the initial two-and-a-half days. Most of the big game companies refuse to be a part of the menagerie and hide their booths away from the public eye.

But the Black Marshal sees it all. Doors and barriers exist to be burst through, people to follow if they refuse to obey.

Sega vs Nintendo: the next round

The BIG Guns aren't hiding *their* affairs. It's developed into out-and-out war between **Sega** and their Mega Drive and **Nintendo**'s 16-bit SNES.

As well as releasing a stand-alone Genesis for $99 (around £70), **Sega** are lowering their cart prices across the board for all existing 16-bit games, and perhaps future ones. We're talking ten bucks off the retail — and that's including Game Gear carts!

They're also lowering some of the older 'classic' titles way down to basement level. Good time to be a gamer, if this price war keeps up.

Meanwhile, aggressiveness is building for CD-ROM. Nintendo might be tossing their unit into the ring months earlier to keep pace, but **Sega**'s drive's gonna be tough to fight off — some really hot games are pushin'.

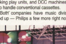
CD cheaper than carts?!

Part of that aggressiveness comes from smart folks who know what they're doing — on **Sega**'s end that's Doug Glen, who heads the Multimedia Division as Director Of Marketing.

Part the plan is to make CDs accessible — ie, cheaper than carts. I hear the development cycle's still 18 months per game, but advanced planning can do a lot more than keep the car windows closed when rain's coming (er, yes Marshal —Prod Ed). It means looking for the scorching titles and getting them ready for when they'll make the most impact.

That's gotta be *Batman Returns*, right? **Sega**'s planning simultaneous cart and CD-ROM release, the later format ten bucks cheaper.

A CD game itself don't mean jack — it can't put more colours onscreen or change the graphics chip — but CD-ROM's massive data handling capabilities does. When you see the 3D perspective CD *Batman Returns* can handle, you'll take notice — quick.



War of the Walkabouts

We all got VHS, but there was a time when **Sony** tried making Beta the preferred choice. It didn't happen but caused enough grief in the process.

So here we go again, this time with audio. Sony will shortly release their new Mini-CD format, a great little disk that plays near-CD quality sound and can be carried around in a Walkman-size unit. It plays about 70 minutes of music and can be recorded on, too!

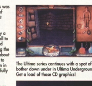
But also coming is **Philips** DCC, a digital cassette for recording and high quality playback. The advantage here is that the tape mechanism will cost less than a laser-based unit, when other companies start making play units, and DCC machines can also handle conventional cassettes.

Both companies have music divisions lined up — Philips a few more right now —





Batman Returns was obviously one of Sega's proudest boasts at the Chicago CES, gaining virtually a whole video wall to promote it. Mind you, considering the success of just about everything else to do with the man in black, you can fully justify the expenditure. Batman Returns on all formats is gonna be huge, just wait and see!



The Ultima series continues with a spot of bother down under in Ultima Underground. Get a load of those CD graphics!



In true Ultima style, you view the world head-on. Look where you're going though, 'cos there's plenty out there to do you harm!



Two humungous titles lined up for the CD market later on in the year. The first sees the Caped Crusader in fine form in Batman Returns. This'll blow your brains out!

The CD graphics look superb and the animation on the Batmobile's awesome. Keep reading for the latest on this one!



Wing Commander was a runaway success on the PC and 16-bit scene. From these early shots, it looks like a surefire winner on the Mega-CD as well!

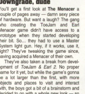
and both machines will cost $500-800. Investigate yourself and let your opinions be known, otherwise the decisions will be made by those whose jobs depend on saying the right thing, *not* giving us the best.

Downgrade, dude

You'll get a first look at **The Menacer** a couple of pages away — damn sexy piece of hardware. But want a laugh? The gang who creating the ToeJam and Earl Menacer game didn't have access to a prototype when they started developing their bit. So... they had to use a Master System light gun. Hey, if it works, use it, right? They've tweaking the game since, having acquired a Menacer of their own.

They've also taken a break from development of *ToeJam & Earl 2*. No proper name for it yet, but while the game's gonna be a lot larger than the first, with more objects and places to visit and interact with, the boys got a bit of a brainstorm and decided to go with a whole new look — so they scrapped months of work. Once their flow of inspiration slows to a trickle, we should see the results by December.

'Course, **Sega**'s showing a lot of new carts. *Sonic 2* keeps the speed up to max and the graphics have been blended out from the stereotypical **Sega** arcade look. I particularly like the smooth, contouring landscape effects.



The boys from Salem

Sports fans will find *David Robinson's Supreme Court* plenty hot. Plenty of video-quality digitised moves, dribbling just around the corner for release into your hands.

Chaken the Forever Man's a goodie, coming from comics and painfully onto the video screen. A dedicated warrior-priest, he must roam the land until all the cultish beasts of the dark are vanquished. Plenty of action, violence and ghoulish stuff.

The character CANNOT die, but there's plenty of worse alternatives, and out-of-body experiences and psychic visions make this a lot more complicated than a hack 'n' slash game.

Time for heavy mutant-types. *X-Men* brings the boys and girls with that little bit 'X-tra' into the spotlight. Cyclops, Wolverine, Gambit, Colossus... they're all here with their special powers and moves.

Play just one hero or switch between them — but be ready to fight. Prepare in the Danger Room then head out and rescue Professor X. The game varies depending upon the character chosen and strategy's required for clue-solving through the seven levels.

Bring on the dancing flowers!

Of course, there's gotta be some summer fun. This year it's *Greendog*, an ultra-cool surfer type stuck with a magic pendant and curse on his head. Poor guy, all he wanted was the perfect wave.

To kill the curse, he must travel through exotic Caribbean islands and recover the Surfboard of the Ancients (probably needs a good waxing by now). With inline skates, skateboard and pedalcopter, a colourful cartoon look and a jammin' reggae beat, he'll make it before the weather changes.

Takara USA have got the rights to convert **Neo-Geo** games to Mega Drive. They're a HUGE company — but their main claim to fame are those dumb plastic flowers that dance when music's played. Fortunately, we ain't gonna see those characters converted to 16-bit.

What we *will* be seeing are games previously confined to arcades and the



Take on the role of the warrior-priest in Chakan the Forever Man. You can't die but you can take an awful lot of punishment in this future shock!

hideously expensive Neo-Geo. *King Of The Monsters* is a light-hearted romp where you wreak havoc through human cities as a giant monster. But more importantly, there are other monsters to wipe out!

Takara plan for a late autumn release in the States, with *Fatal Fury* to follow early in '93.

Think happy thoughts

It was a great movie — and the game ain't bad either. *Hook's* based on the Spielberg film, of course, and it's a pretty spectacular, multi-tiered event. There are platform-type levels, and you take on the role of Peter Pan, jumping, climbing and acquiring things as expected, while villains, strange creatures and loads of well-known'things' from Never-Never Land do their best to stop him.

Fighting sequences take place in special screens, using substantially larger character sprites for clearer and more dramatic action. There's a fair way to go on this one yet, so we'll have to wait and see what that looks like but, as expected, it's a case of wearing your opponent's power meter down while looking after your own.

Action takes place in many different locations. Pirate ships, below the ocean, on land... and if you manage to make it through to the game's climax, there's our favourite, Captain Hook (much misunderstood — nah, forget it, he's just a bad-assed dude). Battling him will be no easy task — and at the end of the day, who knows who'll be forced to walk the plank?

Expect more on this one very soon. Meantime, peek at some other snippets I picked up at the show. Hang on though, if I don't leave some CES gossip for next issue, the Big Ed'll make sure it's me that hits the drink. I'm outta here!



It's not going to be with us on the MD for a little while yet, but the hype's already building up around Hook, Sony Imagesoft's blockbusting film license. Due for a November release in the States, it's bound to come up against some stiff opposition for the top spot though. Why? What's blue and spiky and also set for a November release!!

THE SHORT STUFF!

Chester Cheetah's coming from Kaneko USA. Pick up motorcycle parts and ride for Hip City USA!

More Kaneko action in the martial arts bash Deadly Moves – take on the best for the World Crown!

Gametek have got surefire winner on the way with the licence to TV's brilliant American Gladiators!

JVC are lining up Metal Fang later in the year, sort of like a futuristic auto-roller derby! Looks good.

The amazing Captain America arcade hit should hit the MD soon, thanks to Data East!

THE CAPED CRUSADER RETURNS

WIN MEGA BATMAN GEAR!!

Just before I head on back for the hills, there's time to remind you that Batman Returns is nearly here, dark and cool as ice. For those hot Sumer nights, try toolin' around Gotham City in the Batmobile, being chased by some dufus cop! If you're after red hot, remote controlled car racing action, then you'll need to get hold of the outrageously good Gotham City Chase set. Snap the track together, set up your realistic GC backdrops and pick whether you want to be Batty or the cops before setting off.

On top of this incredible battery powered Batman racing game, there's also a brilliant Batman Pinball game up for grabs. Here, not only do you get 3 – way flipper action, but you get all the sound effects, like screeching tyres, too! Work the metal ball across the bumpers and go for the hi-scores!

If you want to get your hands on these fantastic Batman prizes, just answer the three simple Batty questions below and send your answers in on a postcard to THE CAPED CRUSADER COMPO, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

1. What is Batman's real name?
A. Bruce Willis
B. Bruce Forsythe
C. Bruce Wayne

2. What is the name of Batman's butler?
A. Herb Alpert
B. Alfred
C. Jeeves

3. Who plays The Pengiun in the new Batman Returns movie?
A. Danny deVito
B. Ronnie Corbett
C. Phil Collins

State on your entry whether you're after the Chase Set or the Pinball and the first correct entries for each prize pulled out of my cape will get the gear. I'm warning you, if I don't see those entries pronto, or before July 9 at the latest, I'll be round with my Menacer to hassle ya!!



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Advance Play!

It's finally happened — BLACK MARSHAL's been sent to hell (we warned him!). Never mind, he feels at home there. A game can never get too dark, ugly or violent for his taste.

Our story begins in Hell. Yep, 'fraid so. But don't be so concerned, you came here by choice. The getting in was a snap — it's the leaving that's gonna be tough!

But what's a hero to do? You can't let the Devil kidnap all the Mystical Princesses and toss them in the pits of the Underworld like so much dross. Ain't good for their image. Not to mention that by harnessing their powers, Mr D can open all the gates holding back those demons, monsters and beasties that shouldn't see the light of day.

But you're no mortal, for you are Stormlord, Keeper Of The Gates! Chosen by Goodness itself to right this wrong, you've been given gifts to aid your quest to rescue the Princesses.

One weapon alone is yours; a magical throwing axe which reappears ad infinitum in your hand to strike or fly again. You have the ability to leap great heights and can withstand much abuse!

Come Hell or high water, here goes nothin'...

Open the box!

Controlling the Stormlord character's simple enough. The pad and [A] trigger upward and diagonal jumps, [B] slashes with the axe, [C] throws one.

Mazes, passageways, ladders and platforms form your path through eight treacherous levels. There are many strange places to visit along the way, containing odd and unusual items.

The floor starts sucking up like a pair of lips

Chests often contain a key (skeleton, of course), collected to use on any locked door. But there's an equal chance you'll find a (once safely incarcerated) beastie. Them's the breaks.

Defeating craven, bloody-drenched, scum-laden pus-bags is the name of the game. Slice and dice 'em. Remove body parts if possible, but most fall apart once gutted.

Those are the easy ones. Giant hands which reach down to grab you don't seem to have any weaknesses — so avoid them. Easier said than done!

What's on the end of the stick

For the most part you have it easy, creatures attacking up front and personal. But what was that flickering? A glitch in the program? 'Fraid not, Predator-like invisible beasts are nearby!

Laughing at you as they become corporeal and blast fire, they shimmer back into nothingness before you can get a number on 'em. Where did they go? Over there? Was that one or two on the left?

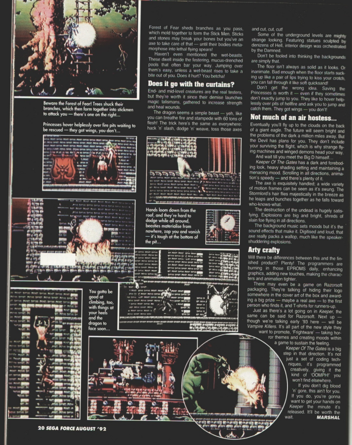
Almost as stealthy are the Stick Men. The



STORMLORD 2

EPER OF E GATES

Welcome to all the layers of Hell — this is one hot game...! Defeating craven, bloody-drenched, scum-laden pus-bags is its name. Slice and dice 'em. Remove body parts if possible. But that's not always so easy. Laughing at you as they materialise, invisible, Preadtor-like beasts blast fire, then shimmer back into nothingness before you can protect yourself or fight back. Where did they go? Back into the darkest recesses of Hell. The map below shows the underground levels — but don't trust the floor — solid it ain't!



Forest of Fear sheds branches as you pass, which mold together to form the Stick Men. Sticks and stones may break your bones but you've an axe to take care of that — until their bodies metamorphose into lethal flying spears!

Haven't even mentioned the wet-beasts. These dwell inside the festering, mucus-drenched pools that often bar your way. Jumping over them's easy, unless a wet-beast rises to take a bite out of you. Does it hurt? You betcha!

Does it go with the curtains?

End- and mid-level creatures are the real testers, but they're worth it since their demise launches magic talismans, gathered to increase strength and heal wounds.

The dragon seems a simple beast — yeh, like you can breathe fire and stampede with 60 tons of flesh! The trick here's the same as everywhere: hack 'n' slash, dodge 'n' weave, toss those axes and cut, cut, cut!

Some of the underground levels are mighty strange looking. Featuring statues sculpted by denizens of Hell, interior design was orchestrated by the Damned.

Don't be fooled into thinking the backgrounds are simply that.

The floor isn't always as solid as it looks. Or inanimate. Bad enough when the floor starts sucking up like a pair of lips trying to kiss your crotch, you can fall through it like soft quicksand!

Don't get the wrong idea. Saving the Princesses is worth it — even if they sometimes don't exactly jump to you. They like to hover helplessly over pits of hellfire and ask you to jump and catch them. They got wings — you don't!

Not much of an air hostess...

Eventually you'll fly up to the clouds on the back of a giant eagle. The future will seem bright and the problems of the dark a million miles away. But the Devil has plans for you. They don't include your surviving the flight, which is why strange flying machines and winged demons head your way.

And wait till you meet the Big D himself...

Keeper Of The Gates has a dark and foreboding look, heavy shading setting and maintaining a menacing mood. Scrolling in all directions, animation's speedy — and there's plenty of it.

The axe is exquisitely handled; a wide variety of motion frames can be seen as it's swung. The Stormlord's hair flies majestically in the breeze as he leaps and bunches together as he falls toward who-knows-what.

The destruction of the undead is hugely satisfying. Explosions are big and bright, shreds of slain foe flying in all directions.

The background music sets moods but it's the sound effects that make it. Digitised and loud, that axe really packs a wallop, much like the speaker-shuddering explosions.

Arty crafty

Will there be differences between this and the finished product? Plenty! The programmers are burning in those EPROMS daily, enhancing graphics, adding new touches, making the characters and animation tighter.

There may even be a game on Razorsoft packaging. They're talking of hiding their logo somewhere in the cover art of the box and awarding a big prize — maybe a real axe — to the first person who finds it, and T-shirts for runners-up.

Just as there's a lot going on in *Keeper*, the same can be said for Razorsoft. Next up — though we're talking early '93 here — will be *Vampire Killers*. It's all part of the new style they want to promote, 'Frightware' — taking horror themes and creating moods within a game to sustain the feeling.

Keeper Of The Gates is a big step in that direction. It's not just a set of coding techniques, it's programmed creatively, giving it the kind of 'OOMPH!' you won't find elsewhere.

If you don't dig blood 'n' gore, this ain't for you. If you do, you're gonna want to get your hands on *Keeper* the minute it's released. It'll be worth the wait. **MARSHAL**

Beware the Forest of Fear! Trees shuck their branches, which then form together into stickmen to attack you — there's one on the right...

Princesses hover helplessly over fire pits waiting to be rescued — they got wings, you don't...

Hands loom down from the roof, and they're hard to dodge while all around, beasties materialise from nowhere, zap you and vanish — it's tough at the bottom of the pit...

You gotta be good at climbing, too, with things at your heels and the dragon to face soon...



Reviewed!

You want gore? We got gore and more gore!

PAUL MELLERICK straps on the Jason mask (thank God!) and sets out to rip a few zombies in half!

SPLATT

If you want sick games you don't have to go any further than this! Dig out that sick bag or play this with the bog door WIDE open and prepare to say hello to your breakfast all over again!

Poor old Rick. After donning the mask in the prequel to save his girlie, Jennifer, he thought all his problems were over. But she's lost again and a confused Rick begins having strange dreams.

The mask that gave him his power is stronger than he thought. It persecutes Rick until he believes the only way to save Jennifer is to wear the mask again. The problem is the mask mutates the wearer into a hideous form just barely recognisable as human (a bit like Arnie with mumps), so you can understand Rick's reluctance.

Intestinal juices fly out to decorate the walls

The last snore

But in his most disgusting and gruesome nightmare yet, Rick sees an image of Jennifer calling to him before dropping into a yawning chasm. This stirs Rick into the decision which will change his life forever: he puts on the mask and once again goes on the warpath...

The original *Splatterhouse* was an arcade hit a few years ago. Coin-op fans delighted in the over-the-top graphics as you walked through the scenery, chainsawing away at an endless supply of zombies, but it never made it to a home format except for NEC's PC Engine.

Thanks to Namco, you can enjoy the gory delights of the sequel — and this time they really *have* stretched the boundaries of onscreen sickness. *Splatterhouse 2* won't break any frontiers in gameplay and, in essence, is a simple left-to-right scroller where you hack relentless hordes of mutated creatures. Your own grotesque form batters the opposition with button [B] to punch and to kick.

As you progress the horrible little nasties develop an aerial attack technique, but fortunately you can jump too, using [C]. You can attack in mid-air by pressing [B] to perform flying kicks or punches respectively.

One more tactic is the Vinny Jones sliding tackle that knocks those undead-type thingies down like skittles. Jump then press diagonally down in the direction you want to slide, press [B] as you land and perform a human impersonation of a bowling ball! Devastating!

The knee bone's connected...

Although you're pretty powerful you can always use a little help. Items such as big thigh bones and long staffs are found on the floor — very useful to club the crawling masses to death!

There are two scrolling sections to each level and when you beat these you face a BIG, *ugly* end-of-level mother. Each one needs to be hit several times and some have more that one means of attack, so be careful.

Thankfully, *Splatterhouse 2* includes a password system that allows you to continue from the level you last completed, preventing those old first level blues!

Gore!

The real highlight of *Splatterhouse 2* are the graphics. There's enough gore here to put bad horror movies to shame!

Each time you hit something it explodes into two pieces. Its intestinal juices fly out to decorate the walls with a surreal painting that would shame Salvador Dali.

Pick up the staff on the first level and when you whack a zombie round the head as if it was a baseball the whole body slams into the wall, disintegrates and drips down into the gutter! Yum!

But here's the bummer: apart from the gore factor of the graphics, there isn't a lot to tempt you. Strolling along, taking on everything that comes your way, is not my idea of good gameplay. The additional weapons and new baddies are okay but don't alter the gameplay.

The pace is all wrong. Rick swaggers along really slowly. I know he's upset about Jennifer but somebody should put some lead in his pencil and shift his backside into action!

The sound's okay. Moody tunes create the right atmosphere and authentic spot FX blare out when you smack something round the head (samples? I wonder).

Splatterhouse 2 doesn't offer anything you haven't seen or played a thousand times before. While good as a coin-op, the limited style doesn't go well onto cartridge. You'll laugh for a while then descend into boredom — and that isn't the recipe for solid, entertaining play. Sorry (you may well be when Rick reads this! -ed).

PAUL

...TERHOUSE 2

Avoid the floating ghouls — if they grab you, they'll reverse your controls.

Attack of the Killer Spiders (above). Rich has just killed the Alien lookalike and he turns into this?

Yuk! This has got to be the grossest game *ever*! *Slimeworld* has its fair share of muck and mucus but this is the grandaddy of them all! For sheer vileness, it gets full marks. The slime's always in full flow and there are loads of dripping creatures to tackle. The only complaint is that it's all too slow. The controls are sluggish and lets the whole game down. A bit more speed and this could've been a contender, Charlie!

MAT

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF rating

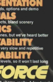
75% PRESENTATION
- Passwords, options and demo

82% VISUALS
- Gory effects, bland scenery

72% SONICS
- Moody tunes, but we've heard better

66% PLAYABILITY
- Easy but very slow and repetitive

61% LASTABILITY
- Only few levels, so it won't last long



63% FORCE
- A shame, really. A few tweaks and this could play really well.

Right: here's Jennifer in your nightmare. Can you rescue her?



Reviewed!

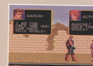


Can't afford 30 or 40 quid for a cart? Never mind, PAUL MELLERICK's here to guide you through the first batch of £19.99 rereleases.

After loads of complaints about the (ridiculously) high prices of Mega Drive carts, Sega are about to release their budget collection of old full-price releases in a bid to reach new audiences.

The first six to be released are *Last Battle, Super Hang-On, Super Thunder Blade, World Cup Italia '90, Space Harrier II* and *Alex Kidd in the Enchanted Castle*. They may be under 20 quid (just) but are they any good? Find out on these three pages — read on, true believer...

GOING IN PRICE...



LAST BATTLE

This really is scraping the bottom of the barrel! *Last Battle* was one of the first games to grace the official English MD and it really should have stayed in Japan where it came from.

The plot behind *Last Battle* sets up a left-to-right scrolling beat-'em-up much the same as *Splatterhouse 2*, also reviewed in this issue. Hordes of enemies come at you in various shapes and sizes and you use all your abilities to combat them.

And boy, are you a macho son-of-a-bitch! With muscles that put Arnie to shame, you can pack a mean punch and crack a good kick when you want to. Add your fabulous jumping ability and you're ready to take on anyone.

But after three minutes of this the only thing you're ready to tackle is your bed for some sleep. This is boring with a capital 'C' (for CRAP).

Even taking into account that it's three years old, the gameplay sucks. Your pathetic array of moves gets incredibly boring and the samey attacks kill off a potentially good beat-'em-up.

The sound also shows *Last Battle* is from the early days of Mega Drive programming. If you ever load this up, turn down the volume or pay the price!

There's bound to be some bummers for just £19.99 but this is beyond a joke.

Overall Force: 33%

Follow the arrow (above) and meet up with Mr 'Ugly Green thing with no dress sense'.

SUPER HANG-ON

Stick that foot down, you've only 11 seconds to go.

Right: This is the original mode, where you have to win money to upgrade your bike.

Back in 1990, Sega got the MD ball rolling in the UK and christened the virgin console with tried-and-tested arcade conversions (see *Super Thunder Blade*).

Super Hang-On was the follow-up to the successful *Hang-On* (naturally), one of the best motorbike sims ever to hit the arcades. The MD version of the improved sequel is at least graphically comparable, but as is Sega's wont, it offers more than the coin-op did.

Although you can race through the four continents of Africa, Asia, Europe and the Americas, just like the coin-op, Sega chose to expand the game with Original mode. This lets you change various bits on your bike, such as the frame, brakes and suspension, and compete with the big boys for prize money.

As I've said, the graphics are a spot-on copy of the coin-op and there's no problem with the scrolling or any slow-down with other bikes onscreen. The soundtrack's been faithfully captured and plays throughout the game, making the coin-op experience even more realistic.

Unfortunately, compared with today's great racers, like *Road Rash* and *Super Monaco GP*, responsiveness is slightly sluggish. Sometimes you have a hard time judging the corners and slide off, losing speed and (more importantly) time



if you crash.

If you're a bit strapped for cash and after a racing thrill, try *Super Hang-On*. It's by far the best of the budget bunch — but remember it *is* two years old.

Overall Force: 79%



Thunder Blade tip number one: Helicopters have a tough time trying to fly through solid concrete.

SUPER THUNDER BLADE

If you're into coin-op conversions, this is as sure as dammit, the MD's the machine for you. But I wish *Thunder Blade* had stayed in the arcades — with games like this it's a wonder the MD ever took off in the UK!

There are just four levels and the object's to shoot everything you can. In-depth gameplay, huh?

The action's split into two types. The first's viewed from behind the Thunder Blade helicopter as you move through a 3D landscape. You must deal with various attacking artillery, including such nasties as Hind-Ge helicopters, Merkava tanks and a Seaminer Commander aircraft carrier. Control your chopper up and down, banking left and right to avoid oncoming missiles and buildings.

Oops, that was close! Still, stick a muffin out the window, I'm feeling a bit peckish.

The perspective changes when you're up against the aircraft carrier. A bird's eye view of the carrier scrolls down as you work your way along the ship to the bow, blowing away gun turrets as you go.

You've really got your work cut out for you!

Unfortunately, the scenario and artillery's the only slightly impressive thing about this sham of a game. The 3D effect's diabolical and the action so tedious you'd get as much enjoyment reading a copy of certain other Sega mags!

Quite why anyone would want this is too mind-numbing to contemplate. Avoid like the plague.

Overall Force: 37%

DOWN!

ALEX KIDD IN THE ENCHANTED CASTLE

Good old Alex. Long before the days of Sonic The Hedgehog, the Sega hero was little Mr Kidd.

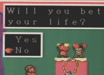
After three excursions on the Master System, Alex enters the Mega Drive world through the Enchanted Castle. His poor dad's been kidnapped and Alex must rescue him by searching Paperock Planet.

Along the way, Alex must pick up various objects to solve puzzles. To do this he breaks into treasure chests until he's got enough cash to buy into a Janken match — aka Paper, Scissors, Stone. For each match he wins Alex receives a gift which aids his quest.

Alex Kidd's a real success story on the MS — you only have to look at all the tips for his games to see that — but if you play this you won't see why! The graphics are very drab and the parallax scrolling's terrible. The controls are very iffy to get to grips with and the fun factor's severely limited.

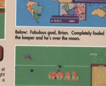
If you want an Alex Kidd game, go for the MD blast, *Alex Kidd in Miracle World.* Don't even think about *Enchanted Castle.*

Overall Force: 42%



Will you bet your life? With a gorilla, playing a Janken match? You must be off your rocker, I'm outta here. Byyyyyeeee!!!!





Below: Fabulous goal, Brian. Completely fooled the keeper and he's over the moon.

WORLD CUP ITALIA '90

Oh well. The European Football Championship has just finished and what do Sega do? They rerelease *World Cup Italia '90*. Great thinking, lads.

It's one of only three football games you can buy for your MD, the others being *World Cup '92* (Japanese import) and *Euro Club Soccer* (reviewed last issue).

As the name suggests, you take part in the World Cup of 1990, held in Italy. You can pick any of the teams in the tournament, using stats for various areas of play to help you.

Slotted into a group of four teams, you must finish in the top two to reach the knockout stage. Pick a team from your squad, using player ratings as a guide, then pit your skills against the computer!

The action's shown from directly above the ground, about 30 per cent of the pitch shown at one time. The graphics are fairly colourful, bright individual team colours darting about against a dark green pitch.

But as with every footie sim, it's the way it plays that matters and unfortunately this doesn't. Play, that is.

Your moves are simple passing/shooting and lobbing kicks and there's no control over pass length. Add the fact there's no aftertouch and little skill's required to score and you're looking at a duffer.

World Cup Italia '90's quite good fun, initially, but after a few hours gaming you've done everything you're ever going to do. Then you'll never play it again.

Overall Force: 62%

Ooh! I love winged mutant bats, but I can't stand here looking. Stitch this!

SPACE HARRIER II

Yes, it's another coin-op conversion. Dragged from the arcade, kicking and screaming, *Space Harrier 2* was forced to become a mediocre MD game.

The *Space Harrier* coin-op was a superb mix of fast action, great graphics and a moving hydraulic chair. Take away the swaying chair movements and you're still left with an above-average shoot-'em-up that could've been great on the MD.

But unfortunately isn't.

In *SP2* you're trying to save your planet from ultimate destruction and still get home in time for your crispy pancakes. You speed toward the horizon across a continually moving floor, attacked by masses of alien scum hellbent on killing you.

Your only weapon's a laser machine gun carried under your arm, and the low gravity on your planet allows you to float effortlessly above its surface.

I don't quite know what it is about *Space Harrier II* but it's lost all the excitement in the conversion process.

The scrolling's neat but not very fast and the alien craft and species that appear are slow and cumbersome. Tackle them a few times and you'll learn their firing pattern. The end-of-level baddies are impressive but suffer from the same repetitive firing problem and don't cause many problems.

This will appeal to die-hard fans of the coin-op but all-round shootie fans can find better for their money.

Overall Force: 55%

Our eternal gratitude goes out to the following people, who supplied us with the gear for this article and without whose help, we couldn't have done it like!
Zonetec–081 471 4810 (For great games!)
Special Reserve–0279 600204 (The same!)
Mellerick's mate Paul Reed–Wot a sport!

That's it for now. We'll be back with further budget reviews when we learn of Sega's future releases. Keep your eyes peeled back for SEGA FORCE!

EAT LIGHT SUCKER!

The brand spanking new Menacer Light Gun gets a test run, but did the BLACK MARSHAL use six smarts bombs or only five? With a trigger finger as itchy as his, it's hard to keep track!

First let's get one thing clear: we don't condone violence. It hurts, spoils the crease in the suit and blood's real tough to wash out. Implied violence, well, that's a different story.

Most light guns are about as exciting as pointing a dirty finger and going 'bang, bang'. But most guns aren't **The Menacer**.

Shaped like that extension of your manhood the gun clubs talk about, it's something you can wrap your hands around, not cradle on your shoulder (unlike a certain rival company's drainpipe gun...). You can fire at chest level, Dirty Harry style, and interchangeable parts allow you to customise your weapon. Cool.

The set-up's very simple. An infrared receiver's placed on top of your TV or monitor and plugs into the first MD joypad port. The wireless Menacer's aimed at onscreen sprites and the receiver translates its beams.

Such versatility!

The Menacer is a multi-purpose weapon, much like its bundled cart of six games.

Three main Menacer modules combine for accuracy and a solid feel: the Master module, the firing mechanism, which feels like a short Uzi, though a touch stockier; the Stabilizing module, a gunstock to butt against your shoulder; and the Binocular module, which provides adjustable dual sights.

The modules snap together in seven different configurations (see SETTING THE SIGHTS box for details) so you can construct the gun that suits you best for the particular game you're playing.

The Menacer's designed for fast action and quick response. A single trigger does all the firing, with two buttons in the grip for additional functions. A pause button lets you take a breather, and should you forget your game (perish the thought!), automatic shut off after two minutes preserves the gun's six AAA batteries.

You want games?

Does it feel good, work good? You bet! But it's gotta be the games that do it — and we don't want any third rate *Tetris* clones, either!

The two dufus dudes return. This time there's a whole new perspective and more new nasties than the last time. Line up your sights, centre on the nasty basts and let 'em have it. This one's gonna be a real killer!

The six games are still in development, but I had a chance to try out the early playtest versions. So what are the games? 'Bout time you asked...

ROCKMAN'S ZONE

In first person perspective, you're an FBI agent protecting the good guys from the bad. Simply blow away the bad guys but hold fire when a good guy pops up. And yeah, the baddies *do* shoot back!

FRONT LINE

Tanks are attacking, with planes and helicopters providing air support. No need to explain this one, you know what to do! The enemy move across the screen in waves, foreground and background. Don't waste ammo spraying the landscape!

PEST CONTROL

Holy cockroaches! The Menacer now acts like a high-powered spotlight, illuminating a refrigerator infested with bugs! They're out for the important stuff — French fries, pizza and burgers. I'd rather shoot 'em than slap 'em, like here in NYC.

SPACE STATION DEFENDER

Lunar Station 1's under attack by savage space-faring aliens. First person perspective again, the idea's to get those zapheads as they emerge from invulnerable



cylinders and before they shoot you, so the trick is to wait for the cylinder to open then waste the beggar before it has chance to fire. This is the only time you can blast that cylinder apart.

And you'll want to, especially when three, four, six or more of them start sprouting onscreen, making you dizzy as you try to keep track of them all.

WHACKBALL

This is a good time for the Accu-Sight. You're trying to pitch a bouncing ball into point blocks that add or subtract from the score. Some blocks contain power-ups that improve aiming and the ball's position.

SMASHED TOMATOES or READY, AIM, TOMATOES

We saved the fun one for last! It's those so-hip-it-hurts aliens, ToeJam and Earl, hanging out at a shooting gallery! You play ToeJam — three eyes would be a better asset than those legs right now — whose slingshot is used to hurl tomatoes at various targets. Earl sits nearby and hangs out with the score and other status info.

The screen scrolls by, with each level increasing in speed. While the speed 'maxs out' at Level 10, other difficulties continue to grow. While you're trying to help ToeJam handle all this, Earl just sits and licks his ice cream cone. The lazy fat–!

Each level begins with a 'score needed' value which you must reach to progress to the next. Points are awarded for hitting targets, most of whom are bothersome Earthlings. Values depend on how hard it is to whack 'em.

At the end of the level, bonus points are awarded for unused tomatoes. 25 juicy ones are given to start with and additional ones are provided every five seconds or so.

Now these Earth-types aren't just waiting to be hit, they're firing tomatoes back — weird white ones, so you know what's what. Each hit on Mr T drains his life energy. If it falls to zero, he entertains with a dramatic, if over-eager, death scene.

Now for those Earthlings. There's the Bogeymen who wind up and toss a single tomato like they're practicing for World Series baseball. Chickens stop dead in their tracks then launch a barrage of three. You can shoot them before they squish ToeJam — defence is part of the game too, dude.

Other factors include the reverse arrow, bomb, star tomato, clock, tornado, the Wizard, and any food items, which improve firepower and temporarily ease the difficulty level. The Wizard and food are most use, restoring all or some energy.

It could be yours

The Menacer's released in the States in the autumn. It's likely to be $59.95 (around £35) but its the follow-up games rather than the price that'll make or break the system.

The Menacer's perfect for all those hot arcade firing games that ear your spondoolies. *Terminator 2*'s coming and will be supported — hot damn for that one! For once a gaming company eschewed marketing types with fleshy necks and bow ties who think they know what we want.

*We*know what we want, and Sega's delivered: a lightweight, accurate and realistic gun that can handle all types of Mega Drive games.

The last, but oh so important point about the Menacer, is that you can be a good ten feet away from the screen and still blast out the bad guys!

You know what that means? It means you can hide behind your bed, stnd behind the door across the room, or even cower behind the cat when the going gets rough! Then, when you're ready, just hoist up your Menacer and let 'em have it!

Seriously though, the good distance factor of the Menacer means you'll want to use it on a large television. No messing around on 13' colour monitors here. If you want to live up to the gun's potential, you gotta start thinking BIG!

Out in the wasteland the enemy forces are building up. Another challenge for the Menacer all lined up for simultaneous release with the gun. UK release date? Still unsure, but keep reading for the latest news.



Marshal grits his teeth and prepares to blow it all away. He told us he was in a good mood at the show! If that's what he looks like, stay clear when he's mad!

SETTING THE SIGHTS

TARGETING Use the Master module and its barrel sight for quick plinking away

SURE SHOT The Accu-Sight cursor works like a laser sight, freeing your eye and letting you sweep back and forth freely with an onscreen cursor.

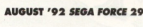
COMMANDO Use the Master and Stabilizing module with the Accu-Sight for full, steady body control and fast pinpointing of targets

HUNTER Targeting accuracy's enhanced if the Master and Stabilizing modules are used together

CHEATER Accu-Sight on with Master/Stabilizing modules. Blast away as the cursor sprays back and forth.

DUAL VISION Snap on the Binocular module for adjustable dual sight and a narrow view that zones in on the target

FULL TILT Lock on all three modules and fire away!







Cart Charts

What's top and what's a flop? Feast yer eyes on this little lot and find out!



MEGA DRIVE



Watch out for the new Kid on the block – straight up to the second spot comes Sega's super Kool KID C!

1	→	DESERT STRIKE
2	NE	KID CHAMELEON
3	→	EA HOCKEY
4	→	STREETS OF RAGE
5	→	ROAD RASH
6	▲	WINTER CHALLENGE
7	▲	SUPER BASKETBALL
8	NE	HELLFIRE
9	▼	TEST DRIVE II
10	▼	PGA TOUR GOLF

No change at the top, but Kid Chameleon's chargin' hard! We all guessed the Kid would do well, but Desert Strike's proving remarkably tough to knock down! Watch *Hellfire* closely as well — there'll be more upward motion there before too long!



MASTER SYSTEM





The England soccer squad might've let us down a touch, but Tecmagik can be proud of their Champions of Europe in at 4!

1	▲	SONIC THE HEDGEHOG
2	▼	ASTERIX
3	▲	TEDDY BOY
4	NE	CHAMPS OF EUROPE
5	▲	GHOST HOUSE
6	▼	SUPER KICK OFF
7	▼	MICKEY MOUSE
8	NE	SUPER MONACO GP
9	▼	DONALD DUCK
10	NE	WIMBLEDON TENNIS

A real battle for the top as Sonic knocks Asterix from pole position! *Super Monaco GP* looks like a real contender though!



GAME GEAR







Footie's certainly the flavour this month and the Game Gear chart's been well and truly stitched up by US Gold's Super Kick Off.

1	NE	SUPER KICK OFF
2	▼	SONIC THE HEDGEHOG
3	▼	MICKEY MOUSE
4	→	DONALD DUCK
5	▼	SUPER MONACO GP
6	▼	SHINOBI
7	NE	LEADERBOARD
8	NE	G-LOC
9	▼	JOE MONTANA
10	▼	AXE BATTLER

Sonic's off the top! *G–LOC* and *Leaderboard* are looking hot, but the *Olympic Gold* release is only just round the corner — Watch for it!



PICK YER OWN!

That's the SEGA FORCE and Virgin Retail **stuff, but how are your own charts coming along? We've already had some pretty nifty entries and we wanna know just what the rest of ya think should be tops. Send in your fave Top 10 to** MY RED HOT TOP 10, **SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. We'll gather them together to work out the mega Game Freaks' Chart.**

WIN A BRILLIANT VIRGIN GAME VOUCHER!

If your own chart's closest to the final Game Freaks' Chart, you'll win a brilliant Virgin Retail game voucher, valid at all Virgin Games Centres and Megastores, to buy the cart of your choice on the format of your choice! How's that for a deal? Get charting now or we'll come round and visit ya — *Splatterhouse 2* style!!



Reviewed!

It's unga bunga time again! PAUL MELLERICK breathes in and let out a humungous belly-butt (phewee!!).

Dodge boulders or lose that energy. Use blocks to gain height.

CHUCK

Did you see last month's MD *Chuck Rock* (93% Force)? Well Virgin aren't just a Mega Drive software company, they bring out their titles on the MS, too — and in this case it's been well worth the effort.

To refresh your memory (or if you didn't read the earlier review), poor old Chuck's had his girlfriend kidnapped by his all-time arch rival, Gary Gritter (yes I know, stop moaning at the back). Our Chuck ("Ello, Cilla 'ere!'), (who let that hat in?-ed),launches a rescue attempt — true love, you see.

But poor Chuck doesn't know what's in store for him. Five levels of deadly dinosaurs out for supper — and Chuck's at the top of the menu.

Rock lob-ster

Although just a lowly Neanderthal man, Chuck's well equipped. Using button [1] to attack and [2] to jump, Chuck performs an amazing flying kick — awesome that someone so fat can jump so high!

Rather than just kick the hell out of a snappersaurus, Chuck can use the scenery to combat dinos. Pick up the rocks lying about and chuck them. Chuck Rock, you see (ha, I know, it's hysterical isn't it... NOT!)

But there's more to it than just throwing the rocks. Dropping them in the right places gives access to higher platforms and bridges big gaps, such as the river on the first level.

But the real humdinger's the patented belly-butt! Press button [2] when on the ground and Chuck takes a good suck of air and lets that belly go! Ouch!

Each of the five levels has three stages with an end-of-level baddy for each. Great fun they are too, ranging from a battered triceratops (complete with plasters from his last battle!) to a pant-wetting giant walrus.

Chuck has great foreground detail, the landscapes vary in each level and create the right feel, but the background's plain black. A bit of colour wouldn't have gone amiss.

It's amazing someone so fat can jump so high!

Animation's very good too. Chuck pulls a great face when hit, identical to the MD, although the sprite's slightly thinner.

Sound is sparse, very little in the way of effects, and though there's a good soundtrack it only plays on the intro screen.

But the game shines through in the playability stakes. Although not as fast as the MD version (or MS *Sonic*), after a few plays *Chuck* becomes more intriguing. When you make a mistake you same thing next time, so you get further and further each time you play.

Right, left, right...

The levels are fun to complete and the array of dinosaurs is amusing, each type of attacking dino sporting a different animation sequence.

The puzzle element of finding which rock goes where draws you into the game and the fact you have to go up and down and sometimes head left instead of right is another plus over the usual platform romp. With no continues *Chuck Rock*'s going to take some time to beat and younger players may find it too hard. But you'd be hard pressed to find a funnier, more challenging and original platform game.

Unga bunga's what I say. Get it now or forever be a sad *Sonic* fan!

PAUL



The great thing about Chuck is the fact that you have to work out how to use the scenery to your advantage. Pick up the rock and throw it on the head of the crocodile while standing on the tail and you spring up to the next platform.

After your successful springboard stunt, belly-butt the sleeping pterodactyl to fly across the gap. It's then just a case of jumping along the other platforms to reach the top and carry on with the level.

Jump to reach the extra energy but watch out for the little green fella!

Above: Eat gut you prehistoric ponce! Chuck let's rip with a titanic belly-butt!

Flapping heck! To get to the next platform, use your old mate Terry the Pterodactyl!

I can see why Paul relates to this guy: both have a big gut, stupid grin and daft haircut! *Chuck*'s great fun, a prehistoric platform romp for even the most die-hard caveman. It may not be as addictive as Taz (yet another plug!) but it's a hoot. There are loads of levels to crack, each one tougher than the last. The controls are a tad fiddly to start with but you'll soon get the hang of 'em. Another instant classic! **MAT**

ROCK

- PRODUCER: VIRGIN
- GG: TBA
- MD: OUT NOW
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £32.99

SF RATING

55% PRESENTATION
- No options, no continues

87% VISUALS
- Detailed scenery but plain backdrops

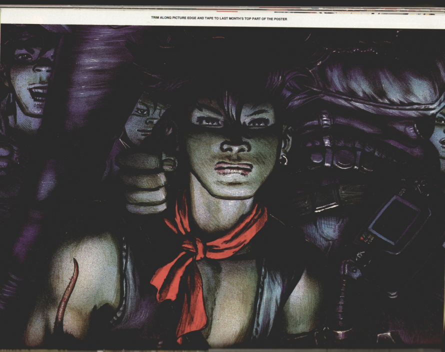
66% SONICS
- Decent title tune but very little else

92% PLAYABILITY
- Easy to play, hard to master

93% LASTABILITY
- You won't finish this in one sitting!

91% FORCE
- Probably the greatest platform game for the MS.

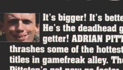
TRIM ALONG PICTURE EDGE AND TAPE TO LAST MONTH'S TOP PART OF THE POSTER



The Pittstop



PULL OUT AND KEEP!



It's bigger! It's better! He's the deadhead go-getter! ADRIAN PITT thrashes some of the hottest titles in gamefreak alley. The Pittstop's got new go-faster stripes. More tips! More maps! More complete solutions! Better than a wet weekend in Wolverhampton. Go to it...



Spin into action with the full lowdown on **TAZMANIA - LEVEL 1!**

THE TERMINATOR LEVEL 1 SUSSED!

ASTERIX LEVELS 1 AND 2 MAPPED! Go get the Romans!



THE PITT STOP WORKSHOP

DARWIN 4081

Enter the sound test and choose tune 32. Press [A], [B] or [C], several times, where the number of presses is equivalent to the stage you want plus one. (What's this? The answer to a maths exam question?! —Ade.)
Peter Asiaw, Preston, Lancs

GOLVELLIUS

You can get a sword that blows up rocks or loads of lives. Go to the continue password data and at the beginning of the password screen, put in the letter 'A'. Then go to the second line and at the last four lines, miss one and put 888. You now go to the village on the second level. It's changed! The music's different and the rock that wouldn't let you through has disappeared!

Thanks to **Carl Whetham** of **Altringham** for this clever cheat.

BUBBLE BOBBLE

Simon Attrell from **Shoreham-by-Sea** reckons he can better Richard Mills' password from Issue 5. To reach Round 180, the code is R9GZYCOD. Simon says (isn't that a party game?! —Ed) he's never had his name printed in a mag before. There you go, Simon, now you're a huge, huge star!!

JOE MONTANA

Select beginner and tails. If you're receiving the ball you can run past the opposition and score a touchdown right at the start. **Euan Watson, Edinburgh**

■ THUNDER BLADE (MS)
When going to the end-of-level fortress, move to the top-right or left corner and wait there. The fortress blows up.
Nicholas, Newport, Shrops

■ HEAVY WEIGHT CHAMP (MS)
If you're playing the two-player game, on the third stage, wait for the intermission and keep pressing buttons [1] and [2] at the same time. You get extra recovery or a power punch.
Michael Owers, Ilford, Essex

DJ BOY





Help with the end-of-level basts, courtesy of **Darren Leatherland** from **Derby**.
LEVEL ONE: Get in line with Kate. Run and fly-kick her. Don't stand too long or she kicks you.
LEVEL TWO: Don't stand near him, he bends down and kicks you. When he walks onscreen, run and kick him where it hurts!
LEVEL THREE: Face to face with the clowns! Fly-kick them and move away before they punch you. When they're small, keep jumping around the screen or they blow up and kill you.
LEVEL FOUR: He looks like you! Press [A] and [B] at the same time when he comes near you, or fly-kick him.
LEVEL FIVE: When he breathes fire, run up and kick him in the chest.
LEVEL SIX: When she disappears, go to the top. When she reappears, fly-kick her. When she walks around, fly-kick and move away

SUPER MONACO GP

In wet conditions, come first, second or third. When you're about to pass the finish line, hold down [A], [B] and [C] simultaneously. During the prize-giving ceremony, your driver will be spectacularly decapitated.

Cheers to **Steven Lynch** of **Dundee** for this incredibly weird tip!

HEAVYWEIGHT CHAMP

Anyone having problems with this above average bash, read on. Frank Bruno, eat ya heart out...
Santona: Simply attack his head with your left (button [1]). Make sure you trap him against the ropes. Then press button [1] continuously until he collapses in a heap. Use a variety of punches until he's knocked out good and proper!

Execute the same moves for **T White**.
Williams: Attack with left jab to the body. Keep doing this and eventually he's knocked down. Now finish him off.
Bernard: Same as Santona, but apply body jabs.
Gidson: Just keep pressing button [1] and hope for the best. He should eventually fall down. Simply apply super punches and more left jabs. You'll have him on the canvas in no time!
Leigh Sewell, Solihull.

SONIC THE HEDGEHOG

We all know the level select in *Sonic*, but still I get folk sending it in! So, just in case you *don't* know how to access the stage screen, **James Hemming** from **Middlesex** shows you how. Take it away, James...
When the title screen appears and Sonic wags his finger, press Up, Down, Left, Right, then [A] and Start at the same time. This only works on some machines. Using a good joystick also helps.

Another tip from James: When the title screen appears, press Up, [C], Down, [C], Left, [C], Right, [C] then [A] and Start at the same time. Hold [A] and Start until the game commences. If the score appears to have changed to numbers and letters, this tip's worked.

You can now change Sonic into anything you want by pressing [B]. Press [A] to change again. If you press [C], the object or creature you are pops up onscreen. Again, this one needs accuracy for success.

NINJA

Screen ten: Walk along the middle of the stone grey walkway, to the stairs. This puts you on another walkway. On your left are bushes with round grey statues. Go to the last one and punch it three times, then disappear three times. You're taken to the maze round.
Maze stage: When you enter, first move left then take the first right. Shoot and disappear a lot. Allow the bad guys to chase you, but watch your back.

Stay right until the first opening appears. Go right, inbetween the middle pillars. Continue forward and prepare to fight the main boss.

Thanks to **Nicholas Miles** from **Newport, Shropshire**.

CALIBRE .50

Bit obvious, this one. When shooting VC, he leaves behind a rotating orange disk. When you collect this you get extra shooting power. **Banico C, Hove, East Sussex**

ALIEN SYNDROME

For an awesome sound test: on the title screen, press button [1] and [2], alternating continuously. **Paul Lilley, Leigh**

BUDOKAN

1. Choose KENDO Hold the pad and diagonal-right so you walk forward. Press the button every time your opponent attacks and you hit him twice. As long as you keep doing this, your opponent's stamina runs out first.
2. As above.
3. As above.
4. Choose KARATE.

Hold the pad up and diagonal-right so you jump to the right. Hold the button down and you continually fly-kick your opponent. Don't let go of the pad until the fight's over.

Let go of the button every time he steps out of the ring. Hold it down again when you jump forward at the start of the match. If your fighter becomes tired (he keeps jumping, not kicking), you may have to stop and just kick and punch.
5. Choose BO (Sure? —Prod Ed)

Hold the block in the middle of the ring (hold down the button and push left on the pad). Don't let go of the button.

When you have full Ki, wait until he stops attacking for a few seconds, let go of the button and carry out as many moves as you like. (One or two spin-strikes kill him immediately.) If his foot crosses yours, attack whether you have full Ki or not and hold the middle block again.
6. As 1, 2 and 3.
7. Choose NUNCHAKU.

It's best to practice your weapon triple-strike for this, as it needs to be executed at great speed.

Walk as close to the middle of the ring as you can without being hit. Do the twirl weapon triple-strike (pull back, hold down the button, push up). This may take a few attempts, but when you find the right position, don't let go. If your fighter stops, it probably means he has very little stamina and you should attack normally.
8. As above; but if your opponent moves too far back, you have to stop, move closer and start again.
9. As No 4 but more complicated. Choose KARATE and hold high block. When you have full Ki and he stops attacking for a few seconds, do as No 4 .This takes practice.

Now comes the INCREDIBLY boring bit. Sit back and take pleasure in watching the death of your 'Sensei'.
10. This is probably the most difficult fight.

Choose BO. Ignore the Shurikens and get as close to him as you can as fast as possible. Hold middle block. He should keep punching your stick. When you have full Ki, attack however you choose.
11. Walk forward and pull to the left so you're in the rear position. When he gets closer, hold down the button and push forward. Spin-strike. Keep doing spin-strikes until one of you runs out of stamina.

12. You can more or less do what you like here, as you're fighting yourself. Perhaps the best method's No 4.
Ta very much, **Paul M O'Keeffe**, for your wise words!

■ **ALEX KIDD The Lost Star (MS)**
On section two of Machine World there are three trapdoors. Fall down one of 'em and you return to the clown's face. Collect the face and fall down the trapdoor again. Keep doing this until you get bored then complete the level with a massive score.

■ **SUPER MONACO GP (MD)**
OQG3 NBCG E100 0000 080H 00HC 2435 E689 7ABD FG90 0000 0001 0000 0000 A200 19C0. You're now on Maradona's team!
Stuart Taylor, Cumbria

■ **SPACE HARRIER II (MD)**
When you're in the spaceship at the start of the game, press [A], [B] and [C] together and move the joypad left or right to select a level.

■ **SHINOBI (MS)**
When the face on the start screen appears, press down and button [2]. You can now choose any level.
Henry St Leger, Dorset

■ **KENSEIDEN (MD)**
To find the secret room, climb the Big Buddha, then press Up.
Banico C, Hove, East Sussex

ARCUS ODYSSEY

Lee Maguire from **Berkshire** sent in the solution to the first four levels, and promised to send in the last lot. True to his word, you can now finish stages five through to eight!

Act 5
Talk to the man in prison and he tells you that all five mirrors need to be destroyed before the exit's revealed. Go to where your allies are waiting and take Keyaimi.

Find and destroy the power source. You're now able to destroy the mirrors. The exit's revealed. Go up the stairs to fight a giant worm and Ginoban.

Act 6
Just keep going through the open doors and fighting the enemies. First you fight statues, then spider knights, then worms that attack like dragons. You then have to fight your allies that were captured earlier in the game. If during the battle something appears on the ground spraying projectiles, kill it!

When you've defeated your allies, they ask you to avenge their companion. Say YES! Then go through the door to fight SLITHE. The best way to defeat him is to keep running around the edge of the roof while firing.

Act 7
Go through all the doors or stairways. When you're in a chamber, forget about the monsters and kill the baddy at the back. Find the boss. Fight the monster who pops in and out of the floor.

Act 8
To reach Castomira just keep going up the stairways. If you're in need of items there's a Potion of Invincibility and a magical fire ring at the top of the first stairway. There's regeneration magic at the top of the third. If you walk past the fourth, you can go down to get a magical power crystal and regeneration magic. Also if you walk past the final stairway, you get the Lamp of Life.

When you have everything, go for your final confrontation, CASTOMIRA! She asks you two questions. Say 'YES' to the first and 'NO' to the second. Then she attacks. You can't use magic to attack her, but you can use magic to defend yourself (eg, Potion of Invincibility).

When you kill her the first time, she changes into a dragon and attacks. Kill her again and you're warped into space to fight her again! She's now an ugly monster. If you succeed in ousting her, Leaty transports you to safety as the flying fortress explodes.

JOHN MADDEN '92

One of Paul's favourite games gets the lowdown from **Jimmy Bell** of **Dundee**.

For an extra ten yards on kick off, keep pressing the [B] button while pushing up-right. Dive when your man appears.

To send the opposition to the edge of their end-zone, get your team mate to press his [B] button eight times while pushing up-left then dive. Repeat until the opposition is at the edge of their end-zone. Scoring: Use your wide receivers to good effect. Knowing when to throw can result in a score, eg, on the shotgun playaction throw it to 'C' when he runs diagonally.

Run & shoot: Circle throw to 'A' after he's cut outside for the second time and you should be in front of your man.

Plays in one-player mode:
Run & shoot, Post-Up
Shotgun, Hail Mary
Far, Halfback option (with good HB and QB)
Pro-form, FB slant in (throw to 'A')

How to sack: When the teams line up in their formations, there's a gap of about three yards. Move your bloke almost up to their scrummage line. When the play starts, just move your player to the QB then sack him. Happy sacking!

THE TERMINATOR

Pick up the smart bombs at the first slope and keep 'em safe for when you get underground.

Your first test comes from the mechanical mutoid. Just avoid the half–tracks and lob your grenades!

Dodge the parachute bombs and swing down the ladder – out of the frying pan and into the fire!

After working your way along the top level, grab the three smart bombs at the end and get down the stairs into the chamber where the machine gun is. You need this or you're in for a real bad time.

Go back up the stairs but dodge the next set or you'll end up in a dead end – you'll only have to come back out and get some more aggro!

You should now be walking along the middle stretch. Keep an eye out for Terminators that come at you from behind (ooh!), move slowly and keep firing at anything that moves!

With the machine gun in hand you should make short work of the Termies and don't foget they drop pods that revive your power. Yum, yum!

MERCS

Matthew Peck from Penarth, South Glamorgan is a *Mercs* maniac. Here are his words of wisdom on how to race through Original Mode. They win Matt a gobsmackingly mega £50 SOFTWARE VOUCHER!

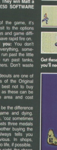
Options: At the start of the game, it's always best to pay a visit to the options screen. Choose your keys and game difficulty. It's always best to have rapid fire on.

Things that try to kill you: You don't always have to blast everything, sometimes it's possible to just run past the little guys. It's quite easy to run past tanks, trucks and rocket launchers. Don't waste your mega crashes.

Shops: The shops or hideouts are one of the most important parts of the Original game. While inside, it's best not to buy small pieces of meat etc as these can be found around the game area and cost nothing!

Wasting medals could be the difference between finishing the game and dying. Always look at the prices, 'coz sometimes an item for 11 medals costs three medals somewhere else. Don't bother buying the secret information, it always tells you something blindingly obvious. In shops, always bring Mercs back to life, if possible.

Remember, on mission eight, the cheap shop, when you get in the building, take the first right then the second. Voila, everything for just a small medal each!



Get these extras, you'll need 'em!

Extras: On each level, try and explore a bit. Extra weapons and energy are dotted everywhere. On mission seven, take the second left and a spanking new gas mask's yours.

When you come to extras and you know your man doesn't need them (shown in the pause screen), change man and give the extras to someone who needs them. Eg, if RIFLE has all his speed units and BURNER doesn't, give the speed to poor old BURNER.

Remember, when you pick up the golden First Aid boxes, your energy level shoots up. Change person quickly and his energy level goes up too! Repeat this for someone else.

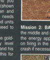
Shoot trees to find hidden extras.

End-of-level things

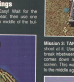
Mission 1: PLANE Easy! Wait for the plane's energy to appear, then use one mega crash. Get in the middle of the bullets and shoot.

MISSION 1

COAST

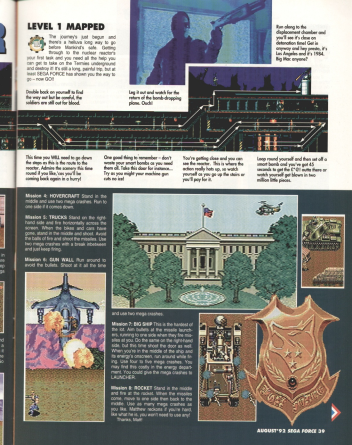


Mission 2: BASE Also simple. Stand in the middle and use one mega crash before the energy appears. When it does, keep on firing in the middle. Use another mega crash if necessary.



Mission 3: TANK Stand in the middle and shoot at it. Use two mega crashes with a break inbetween. Move to one side when it comes down and run to the top of the screen. This way you avoid the flame. Go to the middle again and carry on firing.





LEVEL 1 MAPPED

The journey's just begun and there's a helluva long way to go before Mankind's safe. Getting through to the nuclear reactor's your first task and you need all the help you can get to take on the Termies underground and destroy it! It's still a long, painful trip, but at least SEGA FORCE has shown you the way to go – now GO!!

Run along to the displacement chamber and you'll see it's close on detonation time! Get in anyway and hey presto, it's Los Angeles and it's 1984. Big Mac anyone?

Double back on yourself to find the way out but be careful, the soldiers are still out for blood.

Leg it out and watch for the return of the bomb-dropping plane. Ouch!

This time you WILL need to go down the steps as this is the route to the reactor. Admire the scenery this time round if you like,'cos you'll be coming back again in a hurry!

One good thing to remember – don't waste your smart bombs as you need them all. Take this door for instance... Try as you might your machine gun cuts no ice!

You're getting close and you can see the reactor. This is where the action really hots up, so watch yourself as you go up the stairs or you'll pay for it.

Loop round yourself and then set off a smart bomb and you've got 45 seconds to get the £*@! outta there or watch yourself get blown in two million little pieces.

Mission 4: HOVERCRAFT Stand in the middle and use two mega crashes. Run to one side if it comes down.

Mission 5: TRUCKS Stand on the right-hand side and fire horizontally across the screen. When the bikes and cars have gone, stand in the middle and shoot. Avoid the balls of fire and shoot the missiles. Use two mega crashes with a break inbetween and just keep firing.

Mission 6: GUN WALL Run around to avoid the bullets. Shoot at it all the time and use two mega crashes.

Mission 7: BIG SHIP This is the hardest of the lot. Aim bullets at the missile launchers, running to one side when they fire missiles at you. Do the same on the right-hand side, but this time shoot the door as well. When you're in the middle of the ship and its energy's onscreen, run around while firing. Use four to five mega crashes. You may find this costly in the energy department. You could give the mega crashes to LAUNCHER.

Mission 8: ROCKET Stand in the middle and fire at the rocket. When the missiles come, move to one side then back to the middle. Use as many mega crashes as you like. Matthew reckons if you're hard, like what he is, you won't need to use any!

Thanks, Matt!

SPIDER-MAN

To skip most of the warehouse, follow this procedure: When you first enter, go right over the dog and when you get to the crates, crawl through them. This only works on NIGHTMARE level.

If you're short of energy in the park, go to the first tree and collect the energy box. Go to the apartment then collect the box when you go back.

John Bush, Oldham, Lancs

QUACKSHOT

To get loads of extra lives, go to Transylvania and get the 1-Up. Call the helicopter then go back to Transylvania. Get the 1-Up again. Repeat this as many times as you like!

John Bush, Oldham, Lancs

FANTASIA

At the beginning, kill the two mushrooms and walk right until you're standing underneath the first window. When the broomstick appears, run left until you're underneath the first step. Wait until the broomstick is near then jump up and bottom-drop to kill it. Four balls and two stars should appear.

On Level 1-2, use small jumps to land on water leaves without making a splash. Whirlpools can be bottom-dropped. The first fairy takes yours truly underwater (Jap owners only). To swim, hold down the jump button.

On Level 1-3, near the end, about halfway is a secret room. Touch the black hole to enter it.

Level 2, the first egg causes a pterodactyl to land and a spell book to appear. One fairy on this level really helps a lot. It's hidden behind a tree just before a living plant. You can rake up 50,000 points.

On Level 3, touch the fairy at the top of the level, unless you want a rock-'ard job getting out of the rooms other fairies take you to.

Bubbles cause real problems. If caught in them, there are two ways of conquering the bleeders. First, use a large magic spell, second run into another bubble.

On Level 4, be careful of the bridges as they tend to fall as soon as you touch them. Jump around looking for secret rooms and platforms, there's no hurry to complete this level.

A big thank you to **Paul Townsend** of **Scarborough** for his help.

■ **SPEEDBALL (MS)**

If you're playing against the computer, the best team's the middle one. To score easily, run up on the left side of the screen. When you're right up there, go right and press button [1].

■ **TRANSBOT (MS)**

When you switch on, hold down buttons [1] and [2]. Then push Up, Down, Left, Right and press [1] and [2]. C Nice, Crawley

GOLDEN AXE 2

If you fancy grabbing yourself 200 or so free magic lives, follow these instructions from **Steven Green** of **Henley, Oxon.** **1.** Set the magic to Special on the options screen.

2. Play as normal to Level 1's boss.

3. When fighting the boss, keep your finger pressed on button [A] until the minotaur and soldiers are dead.

4. When the screen turns black for a moment before the rest sequence, let go of the [A] button.

5. Don't touch any wizards, get any books or food. The sequence finishes and you're back in action with 200 magic units.

Never go above your character's magic ability. The game freezes until you reset.

WORLD CLASS LEADERBOARD

Here are some club values for this nifty little golf game, courtesy of **Simon Toesland** of **Peterborough**. They help with selection.

Club	Min Power	Max Power
1 wood	181	295
3 wood	144	254
5 wood	131	239
1	127	230
2	115	217
3	110	225
4	92	193
5	90	184
6	73	171
7	63	156
8	53	140
9	35	115
PW	20	84

Min power = No bars onscreen

NINJA GAIDEN

VOUCHER WINNER! £50

Andrew Hibben and **Neil Williamson** from **Kent** are ninja nuts! Here's the complete solution for your delight and delectation. A £50 SOFTWARE VOUCHER is yours, Andrew.

LEVEL 1

Keep moving at all times. Get the red spheres. You must go fast. Although Level 1's easy, the time runs out very quickly.

END-OF-LEVEL GUARDIAN Go up to the man, turn around so you're not facing him. When he lifts his club, turn back and fire. Keep doing this. When he's been hit 16 times, he'll be as dead as a doorknob!!

LEVEL 2

Try not to fall inbetween the deck of the boat, 'coz you get killed! Watch out for the divers, they pop out of the water and fire arrows. Jump quickly when you see them.

To kill loads of people and get an extra life, you need the shield. Move fast as it only lasts ten seconds. Look out for the grenades, they do serious damage to your energy. During play, try to pick up as much force as possible and grab the scatter bomb. It's vital for ousting the end-of-level boss.

END-OF-LEVEL GUARDIAN First move as far left or right as possible. The bombs out of the boat shouldn't reach you. When you see a man pop his head out of a window, bend down and press fire. Quickly jump the grenades.

LEVEL THREE

Start on the left-hand side of the building and collect the red spheres. Jump right until a plant falls in the middle of the two buildings. Jump back to the left and wait for various objects to fall down. When a man jumps at you, dodge him by leaping to the right. Wait for everything to fall. Jump left, then right quickly. Go towards the top then jump left.

END-OF-LEVEL GUARDIAN Simple! All you do is go up to the man and jump, fire, jump, fire etc. Another man appears, do the same and he dies too.

LEVEL FOUR

You need the wave force. This allows you to take two units of life off the enemies' energy supply. When the bad guys appear, twist round, jump on top of the statue and get the scatter bomb. Now press down and fire near the monsters and quickly jump. Do this until they die.

LEVEL FIVE

You must move pretty damn sharpish to get more time against the guardian. At the start, jump halfway across the gaps then quickly turn back. The boulders should fall down. Keep doing this until you get to the bird. Kill it, then quickly go through the gate before the head fires at you.

You now see several gates in succession with boulders, spikes etc. Collect the balls to get waves. You should now see a few gates and more red spheres. DON'T-collect the scatter bomb. More gates, watch out for the karate men.

Go onto the screen where the men appear, then quickly back through the gate and the men miss you. Carry on until you reach a platform. Jump onto it then go through the door.

END-OF-LEVEL GUARDIAN Dodge the lasers and use the waves to kill the guardian. Don't use all your force. When the next guardian comes, dodge lasers and move to one side to miss the fireballs. Move underneath the guardian, press down and fire. Keep doing this until he dies.

The last guardian's very hard. Start in the middle of the screen. Wait for him to fire then jump up and go right. Duck the fireballs. Now shoot up as many time as is possible before he shoots again. Repeat this and watch the onscreen finalé!

■ RAMPAGE (MS)
To continue where you left off, press both buttons.
Brian Ho, Crewe, Cheshire

■ JOHN MADDEN'S (MD)
To get to the quarter finals, the password is 0465100. Semi Final: 0075121. Superbowl: 0475352.
Peter Asiaw, Preston, Lancs

■ FIRE SHARK (MD)
Finish the game and you get full power-ups! (Bit late for that, isn't it?! —Prod Ed.)
Peter Asiaw, Preston, Lancs

■ MAGICAL HAT (MD)
If you jump directly on poles, you amass extra lives.
Peter Asiaw, Preston, Lancs

■ WONDERBOY II: Monster Land (MS)
Plug a control pad into port two. Begin a game and press button [1]. This brings up the status screen. If you do this ten times, you get ten coins. Do it loads of times for millions of coins!
Nicholas Miles, Newport, Shrops

■ PRO WRESTLING (MS)
If your opponent gets the chair, climb onto the ropes and they lose it.
Chris Hutchinson, Leicester

TOEJAM & EARL

Gerard Devlin from **Manchester** has a plethora of handy hints for this humorous wheeze. Take control and get it right!

The **crazed shopper** doesn't chase you so you don't really need to avoid her. If you bang into her, she takes a lot of energy.

The **little devil**'s an annoying little git. Lucky he only takes two tomatoes to pop.

Cupid doesn't take energy from you, but he may as well because he puts you in reverse control and sends you straight into other baddies! Fly into him with the Icarus wings or bounce to him with the springy shoes.

The **hula girls** are very annoying as they always seem to enchant you just as a baddy's chasing you. Race past her with the the bonus hi-tops.
HINT: If you have rapid fire on button [B], hold it down when the hula girl has enchanted you. Takes one tomato hit.

The **insane dentist** moves fast, so either sneak past while he's asleep or run past with the super hi-tops. He takes three tomato hits.

The **wise man in a carrot suit**'s a complete rip-off. He only identifies one present for two bucks each. You're better off saving money for the nice little wizard man.

The **hamster** inside a roller ball is a pain as he takes a lot of energy, but he's so slow you can go straight past him without even activating a present. He takes four tomato hits so just walk away.

The **bogey man**'s a pain in the neck. He appears anywhere at any time. He takes almost three-quarters of your energy so be careful.
HINTS: He only takes two tomato hits. If you're walking along a secret pathway and suddenly come to a halt, it's a bogey man — you've a split second to run away!

The **wizard**'s a very nice man (a very, very nice man! —Ade). Whenever you see him, get your energy restored for only a buck.

The **moles** are easy to avoid. Run away or stay and fight if you're feeling 'ard! The moles take four hits as they move quite fast and you can only hit them when they're above ground. They don't take any of your energy, just all your presents.

The **nerd herds** are quite fast and when they flatten you also take a load of energy. They're easily avoided. They take four tomato hits but it's not worth waiting around.

Santa gives about ten presents when you shock him. You can't sneak up on him from the front, just behind. It takes practice but is very rewarding.

The **bees** can be avoided by jumping in the water. Sometimes the bees forget who they're chasing and go away. The bees take four tomato hits.
HINT: Don't use the 'jumping in the water' technique if you're low on energy.

The **mailbox monster**'s a bit of a pain, but if you're patient you can tell a monster from a real mailbox. He stops chasing you after he travels a certain distance.

The **shark**'s no real threat, unless you go swimming. He takes hardly any energy and the music starts when he's near you.

The **tornado** can be avoided quite easily. Don't move just before he reaches, simply avoid the edges as that's where all the tornados are.

The **fat man** and the **mower** are very fast. They take nearly all your energy with just one hit. It takes six tomato hits to pop him.

The **opera singer**'s only really useful on a screen full of baddies. She's also a bit of a rip off at three bucks a song! If you have the money, spend it. If not, save the dosh for the wizard.

The **chickens** armed with tomatoes are quite easy to negotiate as they only fire in straight lines. They take five tomato hits. Tomato warfare's the main priority. Watch out world!
The **ice cream truck**'s quite easy to dodge as it reappears and disappears in the same places. It takes quite a lot of your energy, so take care.
In one-player mode, play Earl as he has the highest energy bar and normally gets promoted much quicker than ToeJam.
In two-player mode, fight with your gaming colleague to play ToeJam! He's quickest and gets to more presents, food etc.

COMPLETE SOLUTION Part One

ASTERIX

Yeo, what a dude! Our Mat's battled through legions of Romans and now he's gonna show you how! With separate guides for both halves of our heroic duo, Asterix and Obelix, here's the first instalment, covering the first two rounds.

Round 1-1: ASTERIX

Go right and get the potion. Trot off to the second brick chimney and stand on it. Drop potions to blow the bricks away then press Down.

You drop into an underground cave. Go right, avoiding obstacles, until you reach a deadend. Stand on the blocks to the far left. Now jump and press Left. This takes you through the wall into a secret room. Destroy the blocks and collect the goodies.

Go out the same way you came in. Stand on the blocks over the chimney and blow them up. The water spout carries you to the surface.

Head right until you reach a door. The key's hidden in the blue pot. Grab the key and go through the door.

To beat the boar, simply stand your ground, facing it, and keep punching.

Round 1-1: OBELIX

Go right to the first brick chimney and smash the blocks. Stand on it and press Down. You drop down into a cave and onto a platform. Jump off quickly and go right. Punch your way through Romans and walls until you see a helmet in an underground passage. To reach it, just punch through the first set of bricks near the Roman soldier, then stand on the last set of bricks below you.

Jump and fire to go through them and into the chamber below. Grab the helmet and go out and right.

Jump across the three platforms and onto the chimney. Bounce on the blocks and land on the water spout.

Back on the surface, go right and smash the blocks for extra points. Then go right, get the key in the blue pot and go through the door.



Round 1-1: OBELIX

Below: This is a damn sneaky level! There are hidden passages and levels to find but this handy map should help. Head off left and collect the potion first, to help you on your way. Don't panic if you fall down, there's a secret level below

Hop onto the wooden platforms and watch 'em spin! Don't stay on them too long or you'll drop like a whore's drawers! Keep heading left and you won't go far wrong. If you fall just avoid the Romans and hop on the spring to get out again

Round 2-1: ASTERIX

Getting to the hidden level is easy. Stand on the far left, drop down and go right. Voila! With a bit of practice you should be able to enter the secret cavern. There is an extra life here. Leave the way you came and use the spring to leap out of the pit.

Stand on this ole chimney and drop your potions. Not only does this unblock your flue, missus, but it also takes you to an underground cave! Explore the cave and grab loads of extras while you're down there.

Keep an eye out for those pesky Romans! Don't forget to blow up those blocks for extra items and points.

If you manage to get this far then you've reached the exit. Punch the blue bowl to get the key and leave the level.

When the little jumping men appear, just stand inbetween the middle two and punch 'em. Do this until an old man appears waving a white flag.

Round 2-1: ASTERIX

Head right and grab the potion. Jump across the wooden platforms and land on the solid ground. Turn left and stand on the edge. Drop down and press Right to go through a secret passage. Go into the room and collect the items.

Go out and left. Dodge the Romans and jump on the spring. Go right again until you reach a Roman in the water.

Jump onto the second wooden platform and jump up. This takes you to another secret bit. Collect the coins and dodge the soldiers. Keep going left then drop down the hole.

Get across the water by throwing a potion, hopping on the water spout. Repeat this if necessary.

There's a secret room hidden underwater. Jump in the water and swim right. Avoid the starfish and keep going until you reach a wall. Drop down and go right through the wall. Get the extra items. Leave, go up and out of the water. Keep going right and go through the door.

To beat the caveman, stand on the left and wait until he jumps near you. Keep punching him but remember to jump when the bees divebomb you. Collect the heart and you've done it.

Drop down into the secret cavern and head left. There are loads of obstacles to avoid so watch your step! Keep an eye on those stones as well. Romans have a tendency to make sudden appearences.

Watch out next month for the next thrilling enstallment of Mat's complete Asterix tips! Maps and hints to help you crack this classic cartoon adventure!

Round 2-1: OBELIX

Go right and collect the menhirs. Keep going until you reach a wooden platform. Just past it is a hole in the floor. Stand on it and fall into a hidden room. Grab the goodies and go left to leave.

Dodge the Romans and bounce on the spring. Head right until you reach the second wooden platform.

Crouch down and jump under it. Stay crouched and jump up. The platform spins round and you should land on it. Quickly jump up and left. You'll be on a secret level. Collect the objects and go right to leave.

To reach the secret underwater room, swim as far right as possible and drop down. Just as you're about to drop off the screen, go right into the secret room and get the extras. Leave left and go up to the surface. Head right and use the same technique as Asterix to get across the water.

Get past the walls by throwing a menhir so it lands just before the wall. Hop on the splash and punch through the wall. Keep repeating this. Reach the door and leave. Defeat the caveman the same way as Asterix.

Round 2-2: ASTERIX

The screen's constantly moving on this level so stay on your toes!

Move right and punch the balloon guy. Avoid the metal poles. Get the potion and wait until the screen's almost touching you. Land on the platform — it moves across the screen. Jump off when it reaches the next ledge.

Run across to the grey blocks and quickly drop bombs. Drop down onto the moving platform. Walk onto the fourth line of blocks and drop two bombs. Walk through the gap. Wait until the screen stops moving, grab the key and exit.

Pop out of the cave and you're back on the surface. Don't forget to go left and collect the extra hidden items.

Watch out for that flicking Roman! Avoid the what he throws and then knock the crap outta him. The key, for the door at the end, is hidden in the blue pot. Give it a whack, grab it and move on.

Obelix is a fat fella who drops like stone! Don't fall down the holes if you want to survive. Get the food, for extra energy, punch through the bricks and Roman soldier and you've finished the level!

Don't forget to check out this hidden level. There are loads of coins to pick up, for points, but watch out for those parachuters! Dodge the Romans and the spikes to reach the end of this section. Once you've done it, just take the plunge and drop back down onto the lower level to tackle even more fiendish problems.

Get onto this platform and jump up to raech the next hidden level. Watch out for the spitting Romans (filthy habit!). Try not to sink below the water as you will drown and thats no fun! Get out of the water and hop back onto dry land.

Falling from the sky will take you to here. Use your potions to get across the water.

This is where all that hard practice comes in handy! Stand on the edge of the platform and throw a potion. Wait for the water spout to appear and jump on it. Avoid the Roman and leap to safety. If the gap is too wide simply throw another potion.

The potions will see you safely across the stretches of water. You've now reached the door and you can leave. Don't worry about a key because you don't need one! Am I good to you lot or what?

Round 2-2: OBELIX

Below: It looks confusing and yes it is! Guide Obelix safely through this puzzling level and find the exit

Land on these wooden platforms to get across the gap. If you fall through though, you will land in the first secret level

Grab the menhirs for later and keep heading right. You'll need these to get across the water safely

Stand on this hole and fall down into the hidden chamber. There should be an extra life here. Exit by jumping left through the wall

There is a secret level up above. Get to it by crouching down and jumping right. Stay crouched and jump up again. The platform should spin round and make you land on it. Jump up and left quickly to take Obelix to the hidden level which is packed with extra points.

Round 2-2: OBELIX

Stay ahead of the moving screen. Punch the balloon guy and get on the platform. Jump on the ledge and move onto the platform, jump off and smash through the blocks with your bum! Jump back on the moving platform and duck down. Nip off and dodge the poles.

Punch through the blocks and jump onto the grey wall. Don't smash through the blocks. Land on the platform and bum-smash through the blocks in one go. Hop back onto the platform.

Quickly smash through the blocks in one go and get back on the platform again. Get the key and go to the door. Made it!

FORGOTTEN WORLDS

Martin Adil-Smith from **Ickenham, Middlesex** knows all there is to know about this little corker. Sit back, relax and read his wise words...

Always buy armour, potions, life-pack and treatment whenever possible, you'll always need them at some point, so it's best to be prepared!

Level 1: Keep your V-Cannon. In the cave, avoid shooting the pipes as the gas causes a lorra damage.

When at the boss, go right up to the opening and plug your cannon into it. He'll be dead in a mere matter of seconds. No hassles!

Level 2: Near the beginning there are hidden coins in the ocean. Go to the bottom of the screen and shoot to make them appear. In the shop, get hold of some Napalm.

Soon after you reach the shop, there's a yellow thing which spurts little men. Shoot along this ledge to reveal armour.

On the boss, plug your Napalm into his heart, situated at the base of his neck. Turn round now and again to shoot the bad guys.

Level 3: Keep the Napalm and make sure you buy the weapons booster. When you get to the top of the metal hill, shoot the metal things at the top for extra zenny.

On the boss, go right up to his head and fire while avoiding his arms.

Level 4: Always take the bottom passage and you eventually get to a group 30 electrodes and get 10,000 zenny from each. In the shop, just get the bare essentials, don't bother about any weapons.

On the boss, first destroy the head and then go to the top left-hand corner and shoot diagonally to get the grey worm.

Level 5: Do the same as Level 4, except buy Booster 2 at the shop.

At the boss, shoot at his beak. He takes about a minute to kill.

Level 6: Go straight to the bottom of the screen and keep firing. Soon, three drums appear. Shoot at the first rock to expose a windmill. Go on the other side and shoot down to reveal a cow.

There are hidden coins in the cloud above the shop. Shoot at the cloud to make the coins appear.

Keep the Napalm and on the boss, go to the top left-hand corner and keep shooting. He dies in about 40 seconds.

Level 7: Just before the first shop there are two alcoves and a ledge. Go into the alcoves a shoot up to collect 10,000 zenny from each. Shoot the ledge to reveal armour. In the shop, buy the homing laser and the super booster.

On the third ledge, after the first shop (where the orange thingy is!) shoot to reveal armour. Soon after, there's an alcove on your left. After that, there's one on the right. Go into each of these and shoot up to reveal 10,000 zenny in each. In the second shop, do as level four.

The last boss is easy. After destroying the metal fish things (blimey — they've got fishy fingers!) just keep shooting at him. After he's launched three laser beams, he dies!

For infinite continues: In two-player mode, when one player dies, hammer Start and you come back to life!

Destruction 2: Hammer [B] for a smart bomb effect. However, this depletes your energy and you don't get any money for dead aliens.

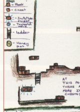
■ BULLS VS LAKERS (MD)
To get to the NBA finals against Lakers, the code is JXOJLBBV. The code for the final game at 3-3 is JXO8PBBC. Lee Gray, Datchet, Berks

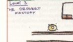
■ BONANZA BROS (MD)
On Level 7, the Lab, walk up to one of the robots against the wall and press Left or Right to wear a helmet. You can't move with it on. The guards can't harm you while you wear the helmet. Damien Millard, Barrow-in-Furness

■ DANGEROUS SEED (MD)
When the demo's running, press Left, Left, Left, Up, Up, Right, Left, the right '+'. You now have 99 credits! Matthew Davies, Manchester

CASTLE OF ILLUSION

Together with his maps, **Daniel Swinswood** from **Meir, Stoke-on-Trent** has sent in these handy hints for this colourful MS game. The map below shows where invisible chests are located. There's also a secret passageway through a wall. Follow the key on the map. You make the chests visible by executing a bounce-attack, so go for it and grab the goodies when you can. Thanks, Daniel!





Get to this hidden level and collect the coins. Avoid being clobbered by the Romans though. Keep going right, past all the spikes, and fall down the hole.

Use your menhirs here to get over the water. Stand on the left and throw one towards the wall. When it splashes up, jump onit and punch your way through the walls

Drop down into the water and swim right. Watch out for the spinning balls. Avoid being hit by swimming into the gap and staying in the middle. Nip out sharpish and keep heading right. Dodge the second set of discs and head for the wall.

Fall down from the upper level an dland here. Keep plodding on Right to find the exit. Don't worry if you fall in the water, Obelix is very buoyant so swimming's no problem. Get out of the water and hop onto dry land.

There's the secret room. Get into it by swimming to the wall and then letting Obelix drop down. When he's just about to drop off the screen, go right through the wall. In the chamber is ablue pot. Hit it and collect the bonus items in it.

■ BATTLE GOLF (MD)
Press [B] and Start on the title screen to access a music select option.
Carl Weaver, Bristol

■ SHADOW OF THE BEAST (MD)
Drop a coin down the well to receive an extra life.
Carl Weaver, Bristol

OUTRUN

Here's a cheat I haven't come across before, courtesy of **Laurence Preston** from **Tring in Hertfordshire**. Let's hear it, Laurence... When Sega appears, press buttons [1] and [2] and diagonal-down to the left. Press Start. Choose a normal race or play against the computer. Don't let go of the buttons! Choose music and start. You can now drive through cars and no longer collide with trees. Time is everlasting. When the clock reaches 00, nothing happens!

level 2
TOYLAND
If you jump at this wall you can walk through it.
CASTLE OF ILLUSION Starring: MICKEY MOUSE

STUCK IN A RUT!

Welcome to SEGA FORCE's one and only 'First Ade' section. If one of your games is proving a right old struggle, or you reckon you can help someone who's tearing at their toupé, write to the PITTSTOP at the usual address, but mark your envelopes 'STUCK IN A RUT!' Let's crack on then, shall we...?

Ryan Zeller from **Stanmore** can't get through the Maugh Desert on MD *Wonderboy in Monsterland*. He walks on the sand but his energy drains. Can you help?Some weird humanoid by the name of **Bubble** from **London** needs loads of tips for MD *Technocop* and the Jap game *Slasher*.

Another SEGA FORCE reader going gaga would like to know how to get Electro's key between the transformer poles in MS *Spider-Man*.

Roger from **Kingsbury, London** can't kill Robotnik on Act 3 of Sky Base Zone in MS *Sonic*. Any ideas?

Kieren Lythgow of Shipley **saves the day for** Michael Tuck of Stockport **who queried the use of the coals in MS *Bubble Bobble*. They're used for killing the bad guys. If you keep killing 'em, blue gates appear near to where you started. Enter these and you get a sacred mirror.**
Thanks, Kieren.

Motty, **Robbie** and **Guy** (sounds like a defunct Sixties pop group!) need to know how to kill the end-of-level boss on Stage 4 of *Psychic World*. Your help would be most welcome!

A bloke by the name of Anthony Stevens **from** Southend-on-Sea **would like to help all dudes having nightmares over *Phantasy Star III*. If you send an SAE to him with your problem, he'll be more than happy to help.**

Better still, send you queries to the Pittstop and I'll pass them on. I don't want to print Anthony's full address. He may start getting hate mail!!

EA HOCKEY

When you first face off, move to the back of the rink. When the opposition come skating toward you, skate towards 'em, you should have a free run on goal. Prepare yourselves for another top tip. Are ya ready?!! When you shoot, move just to the side of the goalkeeper and thrash a really powerful shot. This nearly always goes in. Don't pass around too much or you lose possession. It's better to go on runs.

The two best teams are Canada and the Soviet Union, followed by USA and Iceland. The fastest team is Czechoslovakia.

You should shoot down from the inside blue line. Use wrist shots for this. Use a slapshot when right in front of the goal.

If you're in your own half and want to try a lob, just touch the [C] button and control with the D-pad.

TAZMANIA

LEVEL 1

Ride the spout to the very top and make a quick jump up and left before it sinks to reach the next stage

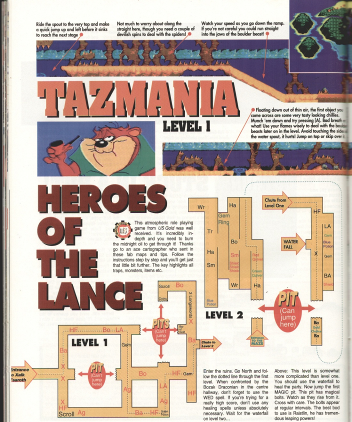
Not much to worry about along the straight here, though you need a couple of devilish spins to deal with the spiders!

Watch your speed as you go down the ramp. If you're not careful you could run straight into the jaws of the boulder beast!

Floating down out of thin air, the first object you come across are some very tasty looking chillies. Munch 'em down and try pressing [A]. Bad breath or what! Use your flames wisely to deal with the boulder beasts later on in the level. Avoid touching the sides of the water spout, it hurts! Jump on top or skip over it.

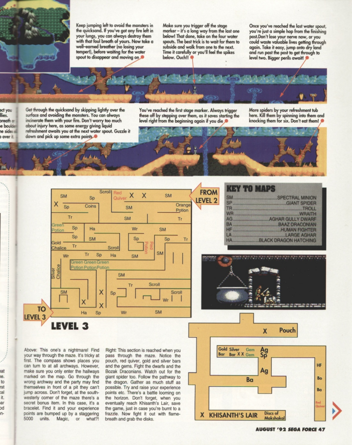
HEROES OF THE LANCE

This atmospheric role playing game from *US Gold* was well received. It's incredibly in-depth and you need to burn the midnight oil to get through it! Thanks go to an ace cartographer who sent in these fab maps and tips. Follow the instructions step by step and you'll get just that little bit further. The key highlights all traps, monsters, items etc.



Enter the ruins. Go North and follow the dotted line through the first level. When confronted by the Bozak Draconian in the centre hallway, don't forget to use the WED spell. If you're trying for a really high score, don't use any healing spells unless absolutely necessary. Wait for the waterfall on level two...

Above: This level is somewhat more complicated than level one. You should use the waterfall to heal the party. Now jump the first MAGIC pit. This pit has magical bolts. Watch as they rise from it. Cross with care. The bolts appear at regular intervals. The best bod to use is Raistlin, he has tremendous leaping powers!



Keep jumping left to avoid the monsters in the quicksand. If you've got any fire left in your lungs, you can always destroy them with that foul breath of yours. Now take a well-earned breather (no losing your temper!), before waiting for the water spout to disappear and moving on

Make sure you trigger off the stage marker – it's a long way from the last one below! That done, take on the four water spouts. The best trick is to wait for them to subside and walk from one to the next. Time it carefully or you'll feel the spikes below. Ouch!!

Once you've reached the last water spout, you're just a simple hop from the finishing post.Don't lose your nerve now, or you could waste valuable lives getting through again. Take it easy, jump onto dry land and run past the post to get through to level two. Bigger perils await!

Get through the quicksand by skipping lightly over the surface and avoiding the monsters. You can always incinerate them with your fire. Don't worry too much about injury here, as some energy giving liquid refreshment awaits you at the next water spout. Guzzle it down and pick up some extra points

You've reached the first stage marker. Always trigger these off by stepping over them, as it saves starting the level right from the beginning again if you die

More spiders by your refreshment tub here. Kill them by spinning into them and knocking them for six. Don't eat them!

KEY TO MAPS

SM	SPECTRAL MINION
SP	GIANT SPIDER
TR	TROLL
WR	WRAITH
AG	AGHAR GULLY DWARF
BA	BAAZ DRACONIAN
HF	HUMAN FIGHTER
LA	LARGE AGHAR
HA	BLACK DRAGON HATCHING

LEVEL 3

Above: This one's a nightmare! Find your way through the maze. It's tricky at first. The compass shows places you can turn to at all archways. However, make sure you only enter the hallways marked on the map. Go through the wrong archway and the party may find themselves in front of a pit they can't jump across. Don't forget, at the south-westerly corner of the maze there's a secret bonus item. In this case, it's a bracelet. Find it and your experience points are bumped up by a staggering 5000 units. Magic, or what?!

Right: This section is reached when you pass through the maze. Notice the pouch, red quiver, gold and silver bars and the gems. Fight the dwarfs and the Bozak Draconians. Watch out for the giant spider too. Follow the pathway to the dragon. Gather as much stuff as possible. Try and raise your experience points etc. There's a battle looming on the horizon. Don't forget, when you eventually reach Khisanth's Lair, save the game, just in case you're burnt to a frazzle. Now fight it out with flame-breath and grab the disks.



Christopher Scott from Sunderland is a Shinobi buff. Along with maps, here's his complete solution.

Stage 1

Fight through 1-1 as normal. On **1-2** jump on the first lift and the platform. Smash the crate for an extra life.

As soon as you leave the first house, jump, spin and fire for an extra heart. When you go underground for the first time, fire to the left for 50 shurikens.

When you come out of this tunnel, turn left and kill the baddies. Jump up to the next platform and get the crate with 20 shurikens. Continue right. When you reach the two lifts drop inbetween for a hidden extra life. After getting the life, jump onto the upper level. Walk right to the end and smash the crate for an extra heart.

To kill the shellfish, jump on the platform. When the shellfish makes a swipe with his sword, jump-spin and fire. Continue until he dies.

Stage 2

Jump on the first log platform. Smash the first crate and pick up five shurikens. Jump onto the next log platform and smash the crates for a heart and power. Stay on the logs as much as possible.

When you reach the first waterfall, select Fushin (the ninja art of floating). Jump onto the logs and the high platform on the right. Don't smash the crate, it's got a bomb in it!

Spin off the platform, kill the baddies. Get the crate, it's got 20 shurikens in it. Spin and fire right, until you reach the next waterfall. Jump across the logs to the level end.

● **On 2-2**, jump up to the platform with the two crates on. Don't smash them. Keep jumping on the platforms until you reach the top of the level. Walk along, jumping the gaps. Try to stay on top as there are fewer baddies and more shurikens. When you reach the large hole, drop straight off the edge onto the platform. Jump off the platform in an up/right direction. Smash both the crates for five shurikens and a heart. Stay on the low platform in front of the exit sign. Spin fire for an extra Ninjitsu.

● **On 2-3**, to kill the shadow dancer, wait until he lands, get close to and kick his legs. Continue until he dies. If you get low on energy, use Mijin (self destruct).

Stage 3

Stay on the far side of the fence as there are fewer baddies and obstacles. Watch out for the dogs! When you reach the brick post with the crate on, jump on top of the post *before* you smash the crate. It has a Ninjitsu in it.

● **When you start 3-2**, go right instead of jumping on the lift. Kill the guard and smash the crate for five shurikens. Go back left and up the lift.

Leave the first crate, go along to the left and get the crate with five shurikens in. Continue right as normal, until you reach the second lift. Drop down and fire right to reveal an extra life. Go up the lift and continue right to the end of the level.

● **Dodge the laser beams on 3-3** and when the shield comes forward, go just in front of the black ring. If you stand here, the lasers don't fire. When the brain appears, quickly jump and fire.

Stage 4

Just walk through the first section. Ignore the first two crates. To kill the bad guys, hit them three times. The crate at the end has a Ninjitsu in it.

● **On 4-2**, when you reach the first pool of molten metal, jump on the crane to get across. When the gunner at the end of the pool has fired, jump off the crane and shoot him.

When you reach the third guard, jump on the conveyer. Keep walking, then quickly jump. Turn left and fire, repeat twice. When you reach the conveyer belt with the guard underneath, drop down. Kill the guard and smash the top crate for an extra life. Jump on top of the platform the engine blocks fell from.

Spin on the platform to the left. Kill the guard and get the 20 shurikens. Jump to the right. Walk along to the crane, jump on it. Jump over the flames. Continue right to the end of the level.

● **On 4-3** the only way to kill the master attacker is to use your Ninjitsus. First use four Mijins. When the robot appears, drop down and go into close combat.

Stage 5

There's a hidden Ninjitsu at the start of **5-1**. To get it, jump, turn left and fire. Use this extra Ninjitsu to select Fushin. Walk to the other side of the screen, then spin/fire up the side of the level. Smash all the crates.

● **On 5-2** Jump from platform to platform. Make sure you're on the near side of the screen, avoid the gaps. When you reach a large post, you can't get through.

Spin to the other side of the fence and watch out for the red cars. It's best to jump over 'em. Try and stay on the near side of the fence whenever possible. On this side of the fence, your only real problem here are the bombs.

Here's a list of what each crate contains: 1) five shkns; 2) five shkns; 3) five shkns; 4) heart; 5) 20 shkns; 6) bombs; 7) five shkns.

● **On 5-3** to kill the tank, you have to destroy the red domes that pop up. The ideal way to do this is to destroy the middle dome first, then the front one, then the first one. The tank should explode.

Stage 6

ump through the level and kill all the baddies. To kill the pink girls, hit them eight times.

When you reach the last part of the first level, hit the symbol for 20 shurikens. Continue along the bottom of the level. When you reach the welcome sign, hit the middle symbol for a Ninjitsu. Now jump on the traffic lights.

Spin to the left and smash the two crates for a life and power. After smashing the crates, spin up to the right, kill the baddies and smash the crates for a heart and 20 shurikens. When you're on the other side of the welcome sign, hit the top symbol for a heart. Fight through the level as normal.

● **Level 6-2** is pretty easy. Watch out for the girders and bombs.

Here's a list of what the crates contain: 1) five shkns; 2) bomb; 3) five shkns; 4) bomb; 5) bomb; 6) five shkns; 7) 20 shkns; 8) bomb; 9) bomb; 10) bomb; 11) bomb; 12) bomb; 13) heart; 14) bomb.

At the end of the level, jump and spin. A Ninjitsu appears under the exit.

● **On 6-3**, to kill Spiderman, use one Kariu and one Mijin. To kill the Web Bat, use Ikazuchi and hit him with your shurikens.

Stage 7

Select Fushin and spin-fire through the level. Watch out for the baddies that jump out of the water.

● **At the start of 7-2** jump on the moving platforms as these carry you along. Smash all the crates, except the third one.

Walk all the way along to the right, then drop to the second level. Walk left along this platform. Jump the gaps. When you reach the end, drop down to the lower level. Don't tread on the red floor. Watch out for the machine guns.

When you reach the second from last lower platform, select Ikazuchi. Spin-fire and a Ninjitsu should appear.

● **On 7-3** to kill the Brontosaurus, use mijin four times.

Use Ikazuchi

Stage 8

You can jump on the large guns. Spin through this level. You can push the white birds into the water with your shurikens. Only use your Ninjitsu as a last resort.

● **On 8-3**, go really close and kick him. If you get low on energy, use Mijin.

When you're on the option screen, select 00 shurikens and don't touch any controls. After a few seconds, the 00 turns into an infinity sign and you get infinite shurikens.

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ALEX KIDD IN MIRACLE WORLD



Loads and loads of queries flood in every month regarding this nifty little romp. **Hopefully,** Ian Chard **from** Taunton, Somerset **will put your minds at rest! And for his efforts, he wins a fab-a-roony £50 SOFTWARE VOUCHER! Well done, Ian!**

Level 1: The question mark boxes on this level are power bracelet, ghost, extra life. You must punch all three for the extra life.

To get rid of ghosts, scroll the screen. You get into gaps by running then pushing down. You can slide in on your knees if you keep moving forward.

Level 2: Don't ever buy the motorbike on any screen — you end up losing money or kicking the bucket! Instead, activate the power bracelet then enter the shop. Buy the power bracelet and the teleport powder.

When you 'Janken' with Stonehead, choose stone for the first round and scissors for the second.

Level 3: The question mark on the bottom left of the screen conceals an extra life.

Kill the first octopus and enter what he sat on. Move around and press down. Follow this tip and you find a treasure room and an extra life.

Level 4: Try not to destroy many blocks as you need to jump across them. Possibly the easiest level.

Level 5: Collect as much cash as possible in the peticopter. If you crash, you can swim across the top of the screen without hitting a thing.

Level 6: Buy everything in the shop.

Move slowly across the screen. Blow up all the blocks you can reach to leave a clear path.

At the end of the level, crash the peticopter to get out. To kill the ox, face it and keep punching as fast as possible. You can use the 'A' capsule but it's not incredibly effective here. It takes about eight shots to kill the ox.

Level 7: Activate the power bracelet for this level. The first question mark's the power bracelet, so collect this.

When you reach the telepathy ball, shoot the top of the screen and a gap appears. Fall down and go right. When you reach the second question mark box, walk under it, turn and shoot. It contains a ghost. If you do this, you get an extra life out of the next question mark box.

To beat Scissorhead, choose scissors then paper.

Level 8: In the shop, buy the Cane of Flight and the 'A' capsule if you've already used one. Activate the bracelet.

The question mark box contains an extra life. Jump on the box and shoot the monkeys either side before grabbing the life.

If you die, kill the bear by either punching it rapidly or using the teleport powder. He also takes eight shots to kill.

Level 9: Use the boat to collect as much cash as possible.

If you fall in the water, don't punch the question mark box as it contains a ghost and there isn't an extra life at the end of the level. If you wish, you can avoid being hit by swimming along the top of the screen.

Level 10: Buy everything you need in the shop, especially the peticopter. Avoid lightning at all costs.

Don't bother with money. The question mark box reveals the power bracelet.

To exit the peticopter at the end of the level, crash it. To beat Paperhead, choose stone then scissors.

Level 11: In the castle, go up the ladder, up, right, right top to find an extra life. Go left and there's a gap with spikes under it. Go down and left and stop before you fall completely. Jump over the spikes and go right down. Across the top and up.

To release Igul, punch fish and water boxes, then go down, left, down, left, up and get the letter. Down, down, right, right, up. You should find a henchman.

Choose paper, paper. Punch his head three times. Jump up to it and punch.

Level 12: In the shop, buy the life and anything else you haven't go.

To kill Scissorhead, choose scissors then scissors. Now jump and punch his head while avoiding his body.

Level 13: Difficult. Just pedal along. Where possible, stay near the top.

Level 14: Collect slab and go.

Level 15: You can activate the power bracelet but it's better to punch on this one. Buy what you need. Collect as much money as possible. The question mark box is a power bracelet.

To kill Paperhead, defeat him at Janken (it may change!) then move far left. Turn and keep punching.

Level 16: In the castle go down, down, right, down, left, bottom-right, right, down, right until you're in a room with two question mark boxes. The first one you punch is a power bracelet, the second's a ghost. Before hitting these, make an exit at the top. To enter, run along, slide in and keep going right.

Now go up, then left. In here are two question marks which seem impossible to get. Punch the wall as far up as possible to reveal a block. Stand on this. The first question mark box you hit is a life. The second's a power bracelet.

Go left, left. To get the cash, jump over the block in the centre of the screen then punch it to reveal a secret gap. Go down and get the cash.

Down, right, right, right, up, left, left, up and up. Get the money here and jump and punch the wall to get a block so you can get back over again. Go left (question mark box is a ghost). Up, punch fish box twice. Up through the exit that appears.

Right and down. Punch the first box twice for an exit, right and down the gap that opens (or use the flying cane to go up the ladder). Go right, right and up to get the extra life. Go left, up, left. Take the middle exit and go right.

Activate the teleport powder and go down the middle ladder, then right to find Janken the Great. His match also changes, but after defeating him, wait for 'Well I'm not OK. Take this' to appear. Press any button to clear this and quickly walk up within punching distance of him. When he fires, his bullets go over you. After he fires, jump up and punch his head. Repeat this three times. He turns to stone. Get the moonlight stone and journey up to see Alex's mother.

Lake Deep: If possible, use the Cane of Flight to collect the money. Go in the water and collect any money. Kill any enemies. Put priority on killing the merman.

Go down and walk towards the door. This opens for you. Activate the stone which tells you what to walk over first. Starting from top-right, read down. If you make a mistake, get rid of the ghost by walking over the sun, water and moon boxes.

To get rid of him completely costs 500 coins. If you have less than 500 now, the ghost kills you. Now go up, jump over the spikes and collect the crown. This is the end. Phew!

Ian says his highest score is 114,000 with 3080 coins and nine lives remaining. Beat that!

WB MONSTERLAND (MS)
If you're looking for the Great Catfish, go to the underwater kingdom full of catfish and hold down left. Go into the magic shop. Come back out then go in again. The catfish is there!
Chris Hutchinson, Leicester

R-TYPE (MS)
On Level 4, when you arrive at the green wall, blast through the middle and you see a grey dot. Ram into it backwards and there's a secret stage with new enemies and backdrops.

WORLD CUP ITALIA '90 (MD)
Playing the computer, the best teams are Argentina, Brazil and Russia. They have the best defence and attack skills.
Carl Evans, Shrewsbury

SOKOBAN (GG)
Passwords: (10) The Sun, (20) Mercury, (30) Venus, (40) Earth, (50) The mars, (5) ThBedw, (15) MeooDah, (35) EAOFq.
Paul Lilley, Leigh

That's ya lot for this month, peeps. Keep 'em comin', as they say. First thing I'm I'm told on returning from me hols is, 'D'ya know the tips section's getting bigger?' I'm gonna need more time off to recover! Anyway, who's complaining? Mutter, grumble, mutter... See ya next month!



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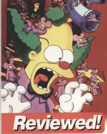
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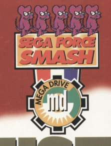
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OLIVER FREY







Reviewed!

KRUSTY'S SUPER FUN HOUSE

What a clown! Even a curly green wig, white make-up and a bright red nose can't disguise MAT YEO!

When Paul told me he was getting 'Krusty's', I shot him a worried glance! I needn't have bothered. Instead of a bad case of genital fungus, it is in fact a rather spiffy platform game!

Krusty's Super Fun House is another in what should become a long line of Simpsons games from Flying Edge. The gist of the story goes something like this:

Bart Simpson's idol and all-round fun guy, Krusty the Clown, has a bit of a problemo. It appears that rats have infested his Fun House, so Krusty's task is to rid the place of the little monsters, ASAP! To help him he's enlisted the aid of Bart, Homer, Sideshow Mel and Corporal Punishment to send the little blighters to rodent heaven!

There are five levels of Fun House to complete, each with up to 14 sub-sections. On every level there are a number of doors. Enter a door, get rid of the rats then go to the next room!

Splat that rat!

Each room consists of various platforms, pipes, lifts and a rat-splatting machine! Using a combination of blocks, air blowers, pipes and springs, Krusty has to lead the furry fiends to their untimely doom.

Scattered throughout each level are pink blocks. Stand next to these and kick them for extra points, energy and useful items. Custard pies can be thrown at enemies, Superballs through some walls, and magic blocks open either secret passages or parts of other rooms.

Arcade addicts and platform freaks will get a kick

Remember to explore each level thoroughly. As well as killing all the rats, in some levels you have to complete other tasks. Finish the level quickly and correctly and you're awarded a time bonus.

At the end of each level, Krusty awards you a special certificate. Printed on the bottom is the code for the next level, so you can restart at that point when you die.

A dicky ticker

Wandering around the Fun House are some pretty strange creatures. Venom Vipers, flying pigs, giant Goofy Birds and Laser Aliens are all out to get you — and often succeed!

You don't actually die when you get hit. Instead, your energy goes down bit by bit. Unfortunately, there's no bar to show you how your energy is lasting so be careful!

Krusty's a weak old fart with a dicky ticker! If you're hit too often or fall from too great a height it's bye-bye Krusty!

Some entrances are hidden, revealed by kicking a magical block and certain hidden doors take you to bonus rooms, which must be completed within a very strict time limit to open part of another room.

If there's a silver lock on the door when you leave the room, you've successfully finished the level. If not, you have to do the whole flicking thing again!

Just like the real thing!

A few things to remember: make sure the rats stay together — if they're separated it takes ages to round 'em up again. Stand right next to blocks when kicking them or you'll fire instead. Finally, use items to reach others which may appear to be out of reach.

Krusty's Super Fun House looks great. The characters look like their cartoon counterparts and

Blocks are THE most vital item you can find. Here the rats walk over the edge and (hopefully) fall into the machine waiting to send them to that big skirting board in the sky.

Oh dear, it's started already — I'm agreeing with Mat! There's not a lot to fault about *Krusty* and loads to praise. The puzzles are logical, but with clever backdrops and excellent parallax scrolling to distract the eye, they take some time to figure out. The graphics are spot-on cartoon copies, making it great fun to look at while you pull your hair out in frustration! All this is topped off with cracking sound but a sadly flat Krusty sample. Puzzle fans, arcade addicts and platform freaks will get a kick outta this — if you don't you're an extremely sad Nintendo owner. ***PAUL***

the game has the authentic Simpsons look about it (ie, loony backgrounds and bizarre situations!).

The parallax scrolling's impressive and all the sprites are well-defined. The sonics are wacky and cartoony — there's even some sampled Krusty speech!

This game's a stormer. Get it and you too can have *Krusty's*! ***MAT***

Supplied by MegaCom



There are up to 14 doors on each level and you can choose which order you take them in.

- PRODUCER: FLYING EDGE
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

91% PRESENTATION
- Password option and continues

92% VISUALS
- Cartoon graphics, smooth scrolling

86% SONICS
- Skip-along tune and crazy FX

92% PLAYABILITY
- Progressively tougher levels

94% LASTABILITY
- Bound to keep you occupied

93% FORCE
- Another classic platform romp!





THE TERMINAT

MAT YEO bears about as much resemblance to Arnie as Barbara Windsor does to Thora Hird, but he once went on a school trip to Austria so...

You've watched the movie, read the book and yelled the catchphrases in a highly unconvincing accent. Now you can play the game! Yesiree, the Austrian muscle-mountain himself finally arrives on the Master System! It's taken a while but it's been worth the wait.

The game sticks closely to the plot of the original film, with you taking on the role of Kyle Reese, a soldier from a war-torn future where humans are fighting a losing battle against machines.

Cops try to nail your ass to the wall

The survivors have spent years battling to free their future and tonight they may have a chance to win (cor, gripping stuff, eh!). Technicians have discovered a time travel device built by the machines. Unfortunately, a deadly killing machine — a Terminator — has already been sent through it.

Its mission is to kill Sarah Connor before she becomes the mother of John, the leader of the future human resistance. As Kyle Reese, you've volunteered (twit!) to go back in time to stop the Terminator and save the future!

More grit than a budgie cage!

First off, this game looks great. Cool digitised pics from the film introduce each level, including character portraits and text not used on the MD version.

All the characters are well animated and have a gritty look. The bad guys look bad and the good guys... er, there aren't any! The feel of the film has been captured accurately, from the ravaged landscape of 2029 to the seedy back streets of Los Angeles, 1984. Level 1 has Kyle racing across the battleground to destroy the time displacement reactor.

First of all you have to dodge the bombs being dropped by a flying Hunter Killer.

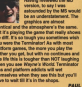
You have 100% energy to start with but each hit knocks it down. The top of the screen constantly displays your energy, time, and points. Nip down a ladder into the depths of the computer's base (whoa, scary!), where loads of Arnies are waiting to bump you off. Luckily you're armed with grenades that send these menacing mechanoids to an early grave. Blow up doors and explore the base.

Figuring out the best route is the first problem but practice makes perfect! You have to find a machine gun first before grabbing more grenades. Reach the first half of the level and your energy's returned to full strength.

Next, find the reactor and blow the mutha up! That done, it's a race against the clock to locate the exit. As the shepherd said, 'Let's get the flock outta here!' Reach the time displacement chamber before the whole place goes sky-high.

The chamber takes you to 1984 and Stage 2. Kyle's been transported back to Los Angeles and has to reach Sarah Connor before the Arnie Terminator does. There are a few obstacles to overcome first though. Street punks chuck molotov cocktails at your bonce and the cops try to nail your ass to the wall (ouch!), before you reach the TechNoir club and face the Terminator himself. Arnie has to be blasted constantly while you move across the floor and plenty of ducking and shooting gets you to the end of the level.

After grabbing Sarah Connor, there's a short



Having reviewed the MD version, to say I was astounded by the MS would be an understatement. The graphics are almost identical and the atmosphere's the same. But it's playing the game that really shows the diff. It's so tough you sometimes wish *you* were the Terminator! As with most platform games, the more you play the further you get, but with no continues and one life this is tougher than NOT laughing when you see *Wayne's World*. Terminator fans and platform addicts will wet themselves when they see this but you'll have to wait till it's in the shops.

PAUL

● Reach the end to rescue Sarah Connor from the Terminator.

● As you come up the steps onto the dance floor, Termie appears and he's not here to boogie.

● Keep shooting him and slowly move forward. Crouching down is best.

● Reach the end of the screen to complete the level. Good Luck.

Make sure you keep a spare bomb for the nuclear reactor. Place it, watch the screen turn red, then get the hell outta there!

TOR

Using the machine gun gets you through most of the underground network, but you need to find the grenades again to finish off.

sequence where Kyle explains what happens in the future. Sarah poops her pants and gets nabbed by the cops. Well, it was bound to happen really.

This takes Kyle to the police station where he has to find the cowardly woman who's gibbering under a desk somewhere. Watch out 'cos Arnie's wandering round bumping off the boys in blue and generally making a nuisance of himself.

Hot stuff!

The last level takes place at a steel mill. The Terminator's been reduced to just his shiny skeleton and boxer shorts! Blast him away, avoid his crawling body, trick him into the steel press and it's 'Hasta la vista, baby!'

Terminator on the Master System's tough — and I do mean Tough! The Mega Drive version's a doddle by comparison.

Each level has to be done in a certain way. Once you figure out the formula, just practise. The only gripe I have is the fact that, no matter what level you're on, when you die you go back to the start.

This is damn frustrating and had me tearing out my hair and putting it in a small box under the bed — I expect it'll do the same for you. I got to the police station after much huffing and panting but it was worth it.

Take my advice, stop your grinnin' and drop your linen! This game is so hot it'll burn you bad!

MAT



Crisp graphics can't hide the danger lurking in the streets...

● PRODUCER: VIRGIN
● GG: TBA ● MD: AUGUST
● MEMORY: 256K
● PLAYERS: 1
● PRICE: £32.99

SF RATING

90% PRESENTATION
● Great opening sequence

92% VISUALS
● Digitised pics, smooth scrolling

88% SONICS
● Movie tune, accurate FX

84% PLAYABILITY
● No mid-level restarts, tough levels

90% LASTABILITY
● Highly challenging



90% FORCE
● A great conversion of a classic movie

You've survived the first line of defence, but be prepared to lose a lot of energy underground!



ALISIA DRAGOON

Sega UK are finally catching up! PAUL MELLERICK takes a breather to tell you what's what.



We finally managed to get hold of *Alisia Dragoon* a few months back, giving it an American Advance Play in Issue 6. I wasn't impressed, but for anyone who missed it we're rating the English version here.

Alisia's had an unpleasant upbringing since she saw her father tortured by his arch enemy, the powerful warlock Baldour. Now Baldour's returned to Earth to take over the entire planet and enslave us all. Subtle guy, huh?!

Our only chance is Alisia. Using magical powers inherited from her father, she's on a quest to rid the universe of this ultimate evil.

The sheer lack of action and originality is so boring

Dragooned!

Let's get back to basics, shall we? *Alisia Dragoon*'s a no-nonsense arcade adventure set over seven levels of fantasy-based scenery, populated by various types of creatures gunning to prevent you reaching your goal.

But Alisia's one tough cookie and by no means powerless. Her magic allows her to conjure and fire a powerful thunderbolt to flash-fry her adversaries in the blink of an eye! And if she allows her power to build up she can unleash an all-consuming powerbolt!

But even this is not enough. Alisia also has a group of four highly attentive dragons. Select one of them and it follows her around, trying to protect her from harm.

As I said in the Advance Play, *Alisia Dragoon*'s not a bad game. It's just not a very good one, either.

The controls are easy to use and make *Alisia* instantly playable but the sheer lack of action and originality is *so* boring. You constantly walk from left to right, waiting for something to appear. When it does, it's always in the same place, at the same time.

The dragons add a little interest to the proceedings but don't play an important enough role.

Graphically and sonically there's nothing to fault, but the game's strictly for arcade adventure addicts. Even if you fall under this category, check it out before you consider buying. **PAUL**

Great graphics, shame about the playability





Plug this one in and you're impressed by the quality of the graphics straight away. The clear, sharp images and well animated sprites are enough to set any seasoned arcader drooling! Get a load of the sound FX as well and you're hard put to find a fault with *Alisia Dragoon*. Until you start playing, when you soon locate the downers, that is. I agree with Paul (aaargh!), the controls are a doddle to pick up, the game looks and sounds good, but the gameplay stinks! Too much repetitive action leaves you yawning as early as the end of the first level! Think hard before getting this one. CHRIS



- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

75% PRESENTATION
- Nice level intros and some options

85% VISUALS
- Clean, crisp graphics - very smart

75% SONICS
- Good spot FX but no in-game tune

74% PLAYABILITY
- Easy to play but very, very samey

70% LASTABILITY
- Seven tough but dull levels

72% FORCE
- Some will enjoy *Alisia*, most won't.

GAME FREAK SURVEY!

SEGA FORCE

D'ya wanna win a mega £100 worth of game software vouchers AND use your exclusive SEGA FORCE Express Club Card? 'Course ya do! Us freaks at Britain's best Sega action mag want to know what you think about us, so we can give you even better value for yer dosh! Just fill in this survey and send it in to GAME FREAK SURVEY, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW and remember to fill in your card number - as soon as you send in your survey, your exclusive number will be registered and you can start using your card to claim superb discounts and great prizes every month. The lucky bleeder's survey pulled out of Mat's underpants will walk off with the goods, so get answering now!

Section One: About the magazine

1. What is your SEGA-FORCE Express Card Number?

1.1 Where do you obtain your copy of SEGA-FORCE?
Newsagent ❑ 1
Home delivery from a newsagent ❑ 2
Supermarket ❑ 3
Subscription ❑ 4

1.2 Do you ever experience any difficulties in obtaining your copy of SEGA-FORCE?
Yes ❑ 5 No ❑ 6

1.3 How long do you spend reading an issue of SEGA-FORCE ?
Up to 1/2 hour ❑ 7
1/2 hours to 1 hour ❑ 8
1 hour to 11/2 hours ❑ 9
11/2 hours to 2 hours ❑ 10
2 hour to 3 hours ❑ 11
3 hours or more ❑ 12

1.4 How many people, apart from you, read or look at your copy of SEGA-FORCE?
None ❑ 13
One ❑ 14
Two ❑ 15
Three ❑ 16
Four ❑ 17
Four or more ❑ 18

1.5 What do you most like about SEGA-FORCE ?
....
....
....

1.6 What do you least like about SEGA-FORCE ?
....
....
....

1.7 Which has been your favourite issue to date ?
....

1.8 Why ?
....
....
....

1.9 Which, if any, of the following computer & console magazines do read regularly ? (this means at least three out of four issues).
Sega Power ❑ 19
Sega Pro ❑ 20
Mean Machines ❑ 21
N-Force ❑ 22
Game Zone ❑ 23
Computer & Video Games ❑ 24
Megatech ❑ 25
Other (please specify) ❑ 26
....
....
....

1.10 To what extent do the following elements influence your choice of magazine ?

	A lot	Slightly	Not at all
Front cover	❑ 27	❑ 28	❑ 29
Cover gift	❑ 30	❑ 31	❑ 32
Availability in shop	❑ 33	❑ 34	❑ 35

1.11 Do you consider SEGA-FORCE to be the best value Sega magazine ?
Yes ❑ 36 No ❑ 37 Sometimes ❑ 38

1.12 What of the following do you purchase your copy of SEGA-FORCE for? The cover gift only ❑ 39
Mostly for the cover gift, but also for the magazine ❑ 40
For both the cover gift and the magazine equally ❑ 41
Mostly for the magazine, but also for the cover gift ❑ 39
The magazine only ❑ 40

1.13 Would you pay more for a better quality cover gift?
Yes, even if the magazine costs £2.50 ❑ 41
Yes, even if the magazine costs £2.95 ❑ 42
Yes, even if the magazine costs £3.95 ❑ 43
No, only if the price remains the same ❑ 44

1.14 From Cool to Crap, rate the following SEGA-FORCE articles:

Cool Good Okay Poor Crap
Guttertalk..
Guttersnipe..
Reviews..
Advance Plays..
Features..
Compos..
Pittstop..
USA Here 'n' Now..
Gotcha..
Cover..
Poster..
Subs Offers..
Free gifts..
Classifieds..
Adverts..

Section Two: Your console

2.1 Which of the following consoles do you have regular access to?
Master System ❑ 1
Game Gear ❑ 2
Mega Drive ❑ 3
Mega CD ❑ 4a
Gameboy ❑ 4b
NES/SNES ❑ 4c
Atari Lynx ❑ 4d
Amstrad GX400 ❑ 4e
Turbografix ❑ 4f
Atari VCS ❑ 4g

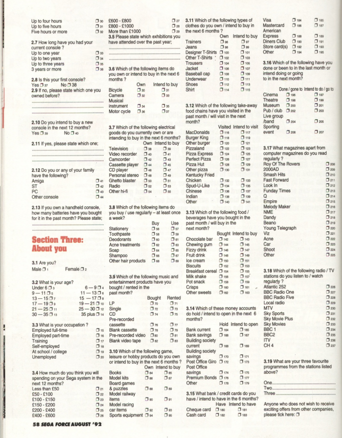
2.2 Which of the following types of games do you play on your console?
Action (shoot-'em-ups) ❑ 5
Puzzle ❑ 6
Adventure ❑ 7
Other ❑ 8
War/strategy ❑ 9
None ❑ 10
Role playing ❑ 11

2.3 How far is your choice of computer/software influenced by SEGA-FORCE?
A great deal ❑ 12
A little ❑ 13
Not at all ❑ 14

2.4 How much do you spend on software per month?
Nothing ❑ 15
Between £10 — £15.00 ❑ 16
Between £16 — £30.00 ❑ 17
Between £31 — £40.00 ❑ 18
Between £41 — £50.00 ❑ 19
£51.00 or more ❑ 20

2.5 How regularly do you purchase new games?
Less than one a month ❑ 21
One a month ❑ 22
2 — 3 a month ❑ 23
3 — 5 a month ❑ 24
More than 5 a month ❑ 25
Don't buy games ❑ 26

2.6 How much time do you spend on your console per day?
Up to one hour ❑ 27
Up to two hours ❑ 28
Up to three hours ❑ 29



Up to four hours	☐ 30
Up to five hours	☐ 31
Five hours or more	☐ 32

2.7 How long have you had your current console ?

Up to one year	☐ 33
Up to two years	☐ 34
Up to three years	☐ 35
3 years or more	☐ 36

2.8 Is this your first console?
Yes ☐ 37 No ☐ 38

2.9 If no, please state which one you owned before?

....
....
....

2.10 Do you intend to buy a new console in the next 12 months?
Yes ☐ 39 No ☐ 40

2.11 If yes, please state which one;

....
....
....

2.12 Do you or any of your family have the following?

Amiga	☐ 41
ST	☐ 42
PC	☐ 43
Other console	☐ 44

2.13 If you own a handheld console, how many batteries have you bought for it in the past month? Please state;

....
....

Section Three: About you

3.1 Are you?
Male ☐ 1 Female ☐ 2

3.2 What is your age?

Under 6 ☐ 3	6 — 9 ☐ 4
9 — 11 ☐ 5	11 — 13 ☐ 6
13 — 15 ☐ 7	15 — 17 ☐ 8
17 — 19 ☐ 9	19 — 21 ☐ 10
21 — 25 ☐ 11	25 — 30 ☐ 12
30 — 35 ☐ 13	35 plus ☐ 14

3.3 What is your occupation ?

Employed full-time	☐ 15
Employed part-time	☐ 16
Training	☐ 17
Self-employed	☐ 18
At school / college	☐ 19
Unemployed	☐ 20

3.4 How much do you think you will spending on your Sega system in the next 12 months?

Less than £50	☐ 21
£50 - £100	☐ 22
£100 - £150	☐ 23
£150 - £200	☐ 24
£200 - £400	☐ 25
£400 - £600	☐ 26
£600 - £800	☐ 27
£800 - £1000	☐ 28
More than £1000	☐ 29

3.5 Please state which exhibitions you have attended over the past year;

....
....
....

3.6 Which of the following items do you own or intend to buy in the next 6 months ?

	Own	Intend to buy
Bicycle	☐ 30	☐ 31
Camera	☐ 32	☐ 33
Musical instrument	☐ 34	☐ 35
Motor cycle	☐ 36	☐ 37

3.7 Which of the following electrical goods do you currently own or are intending to buy in the next 6 months?

	Own	Intend to buy
Television	☐ 38	☐ 39
Video recorder	☐ 40	☐ 41
Camcorder	☐ 42	☐ 43
Cassette player	☐ 44	☐ 45
CD player	☐ 46	☐ 47
Personal stereo	☐ 48	☐ 49
Ghetto blaster	☐ 50	☐ 51
Radio	☐ 52	☐ 53
Other hi-fi	☐ 54	☐ 55

3.8 Which of the following items do you buy / use regularly – at least once a week?

	Buy	Use
Stationery	☐ 56	☐ 57
Toothpaste	☐ 58	☐ 59
Deodorants	☐ 60	☐ 61
Acne treatments	☐ 62	☐ 63
Soap	☐ 64	☐ 65
Shampoo	☐ 66	☐ 67
Other hair products	☐ 68	☐ 69

3.9 Which of the following music and entertainment products have you bought / rented in the past month?

	Bought	Rented
LP	☐ 70	☐ 71
Single	☐ 72	☐ 73
CD	☐ 74	☐ 75
Pre-recorded cassette	☐ 76	☐ 77
Blank cassette	☐ 78	☐ 79
Pre-recorded video	☐ 80	☐ 81
Blank video tape	☐ 82	☐ 83

3.10 Which of the following game, leisure or hobby products do you own or intend to buy in the next 6 months ?

	Own	Intend to buy
Books	☐ 84	☐ 85
Model kits	☐ 86	☐ 87
Board games & puzzles	☐ 88	☐ 89
Model railway items	☐ 90	☐ 91
Model racing car items	☐ 92	☐ 93
Sports equipment	☐ 94	☐ 95

3.11 Which of the following types of clothes do you own / intend to buy in the next 6 months ?

	Own	Intend to buy
Trainers	☐ 96	☐ 97
Jeans	☐ 98	☐ 99
Designer T-Shirts	☐ 100	☐ 101
Other T-Shirts	☐ 102	☐ 103
Trousers	☐ 104	☐ 105
Jacket	☐ 106	☐ 107
Baseball cap	☐ 108	☐ 109
Underwear	☐ 110	☐ 111
Shoes	☐ 112	☐ 113
Shirt	☐ 114	☐ 115

3.12 Which of the following take-away food chains have you visited in the past month / will visit in the next month?

	Visited	Intend to visit
MacDonalds	☐ 116	☐ 117
Burger King	☐ 118	☐ 119
Other burger	☐ 120	☐ 121
Pizzaland	☐ 122	☐ 123
Pizza Express	☐ 124	☐ 125
Perfect Pizza	☐ 126	☐ 127
Pizza Hut	☐ 128	☐ 129
Other pizza	☐ 130	☐ 131
Kentucky Fried Chicken	☐ 132	☐ 133
Spud-U-Like	☐ 134	☐ 135
Chinese	☐ 136	☐ 137
Indian	☐ 138	☐ 139
Other	☐ 140	☐ 141

3.13 Which of the following food / beverages have you bought in the past month / will buy in the next month?

	Bought	Intend to buy
Chocolate bar	☐ 142	☐ 143
Chewing gum	☐ 144	☐ 145
Fizzy drink	☐ 146	☐ 147
Fruit drink	☐ 148	☐ 149
Ice cream	☐ 150	☐ 151
Biscuits	☐ 152	☐ 153
Breakfast cereal	☐ 154	☐ 155
Milk shake	☐ 156	☐ 157
Pot snack	☐ 158	☐ 159
Crisps	☐ 160	☐ 161
Other sweets	☐ 162	☐ 163

3.14 Which of these money accounts do hold / intend to open in the next 6 months?

	Hold	Intend to open
Bank current	☐ 164	☐ 165
Bank savings	☐ 166	☐ 167
Building society current	☐ 168	☐ 169
Building society savings	☐ 170	☐ 171
Post Office Giro	☐ 172	☐ 173
Post Office savings	☐ 174	☐ 175
Premium Bonds	☐ 176	☐ 177
Other	☐ 178	☐ 179

3.15 What bank / credit cards do you have / intend to have in the 6 months?

	Have	Intend to have
Cheque card	☐ 180	☐ 181
Cash card	☐ 182	☐ 183
Visa	☐ 184	☐ 185
Mastercard	☐ 186	☐ 187
American Express	☐ 188	☐ 189
Diners Club	☐ 190	☐ 191
Store card(s)	☐ 192	☐ 193
Other	☐ 194	☐ 195

3.16 Which of the following have you done or been to in the last month or intend doing or going to in the next month?

	Done / gone to	Intend to do / go to
Cinema	☐ 196	☐ 197
Theatre	☐ 198	☐ 199
Museum	☐ 200	☐ 201
Pub / club	☐ 202	☐ 203
Live group /band	☐ 204	☐ 205
Sporting event	☐ 206	☐ 207

3.17 What magazines apart from computer magazines do you read regularly ?

Roy Of The Rovers	☐ 208
2000AD	☐ 209
Smash Hits	☐ 210
Fast Forward	☐ 211
Look In	☐ 212
Funday Times	☐ 213
Q	☐ 214
Empire	☐ 215
Melody Maker	☐ 216
NME	☐ 217
Dandy	☐ 218
Beano	☐ 219
Young Telegraph	☐ 220
Viz	☐ 221
Acne	☐ 222
Car	☐ 223
Shoot	☐ 224
Other	☐ 225

3.18 Which of the following radio / TV stations do you listen to / watch regularly ?

Atlantic 252	☐ 226
BBC Radio One	☐ 227
BBC Radio Five	☐ 228
Local radio	☐ 229
MTV	☐ 230
Sky Sports	☐ 231
Sky Movie Plus	☐ 232
Sky Movies	☐ 233
BBC 1	☐ 234
BBC2	☐ 235
ITV	☐ 236
CH 4	☐ 237

3.19 What are your three favourite programmes from the stations listed above?

One..
Two..
Three..

Anyone who does not wish to receive exciting offers from other companies, please tick here: ☐



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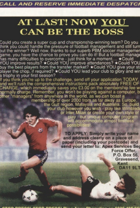
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FERRARI GRAND PRIX

Advance Play!

MEGA DRIVE md



Driving at 200mph is something PAUL MELLERICK attempts every Friday on the M6. All he needs is a Ferrari racing car and some guts.

This is one of Flying Edge's first releases, a (wait for it, wait for it!) no-nonsense Formula One racing sim. Surprised, huh?! You should be: *Ferrari Grand Prix* isn't yer average racing sim, à la *Super Monaco GP*. No, the real guts behind this one are the numerous options available.

The idea's to simulate *all* the aspects that go into making the grade in a World Championship season. Not only do you have to perform on the track, you also tackle the engineering difficulties encountered through the 16 countries. Before each race commences you're given details of the track — its length, the weather etc — and from this you decide how to set up your car. There are various ways to alter it, from the simple tyre selection to the exceedingly important gears and engine configuration.

For example...

If a track's very straight with long corners, you need a car that can burn around like there's no tomorrow. But if the course twists and bends like a dodgy politician, you should go for less gears and lower top speed.

And the options don't stop there.

As well as entering the 16 races that compose the World Championships, you can practice each one individually, with the bonus of four exclusive tracks. Long Beach, Mid Ohio, Oyster Bay and Indianapolis are all fun tracks that don't appear in the Championship.

These extra tracks are used in the unique head-to-head game. Select the time trial option and you can play a two-player game. Select your track, the number of laps, then it's just you and your mate. Who's the best?

Speed limit

This is the first time a MD game has used split-screen perspective for a racing game. It adds a great deal of spirit and competitiveness but sadly you can't use it for the World Championship option. Graphically very similar to *Super Monaco GP*, the game moves very well and the cars are overtaken and whiz past realistically. Roadside graphics, the rev of the engine and other spot FX enhance *Ferrari Grand Prix*'s very professional approach.

The gameplay requires some tweaking and there are some silly control set-ups to correct as well. Hopefully these'll be ironed out soon and next issue should see a full review. Can *Ferrari GP* break the limit?

PAUL

AMERICA	BRAZILIA	SAN MARINO	MONACO	CANADA	MEXICO	FRANCE	BRITAIN	GERMANY	HUNGARIA
A fast track but watch the two sharp hairpins at either end.	Go hell for leather down the straight then toe the brakes fast.	Gentle curves lull you into a false sense of security – take care!	Take control or this one could turn into a nightmare!	Plenty of overtaking chances – watch your tail.	Two very different lap halves. Memorise the corners!	No real chance to rip ahead before it's brake time again.	Traditional racing with a good straight and testing corners.	Too easy to get overconfident on the straights.	An odd design with very few chances to pass.



Right: Yet another clash with the oh so hard signposts leaves you way back in eigth place and a long way off the lead. The seven-speed manual gearbox is probably fastest, but too much concentration on that and you could miss the corners!

Keep an eye on the track layout to anticipate the worst of the corners.

Check the weather conditions and pick your separate car parts very carefully for success.

Your car's sorted, now have a look at the opposition to see who you reckon you can leave in your wake!

The smart option is the split screen/two-player mode. Well put together you can both burn it up!

Wait for it!! Rev your car to the limit and you still get left behind on the grid for the first few seconds. Go through the gears and start weaving forwards.

You're on the fastest track around and there ain't no sharp bends, but that doesn't mean you can't come a cropper! Choose the right tyres and stay tight!

BELGIUM	ITALY	PORTUGAL	SPAIN	JAPAN	AUSTRALIA	LONG BEACH	MID OHIO	OYSTER BAY	INDINAPOLIS
It looks hard but only one or two corners really test.	The Italians love speed, so put the pedal to the metal!	Another great straight to sort out good gear choices.	Like the Portugese track only much more fiendish!	The Japanese language is twisted enough – but this!!	The last of the GP tracks, but very far from the least!	Non GP but still a real challenge and fairly fast too.	A nightmare of twists and turns – luckily not a GP test.	A good, long straight, but they love corners in the US.	The ultimate speed experience! Hit the pedal and burn it!!

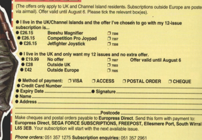
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SEGA FORCE

Yep, I'm glued to Guttersnipe, roped to the reviews, totally fazed out by the features and realise that life without SEGA FORCE would be like a dirty great dagger with the end chopped off — pointless! So get me subscribed now for 12 issues of SEGA FORCE!

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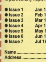
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ARCADE SMASH HITS

Reviewed!

Maths was never PAUL MELLERICK's strong point — only he could prove three into one does go...

Sticking two or more games on one cart is nothing new but Virgin have gone one better by gathering three arcade conversions together, all classic coin-ops. Most MS owners won't remember *Centipede*, *Missile Command* and *Break Out* but they're arguably the three most popular games from the early days of video arcades.

Hairpie (stupid name) introduces each game with a sickly demo that has nothing to do with the game.

To avoid confusion, we're going to give each game an overall mark then rate the cart as a whole.

BREAK OUT

This game came out ten years ago and started its own game genre. The basic idea's to bounce a ball onto blocks using a bat at the bottom of the screen. The blocks disappear as they're hit and clearing the screen leads to the next level.

Updated graphically from the old coin-op, *Break Out* has a moving background and colourful blocks, a pleasing enhancement of the original machine.

Although very simple, the action's addictive. However, this version's a little too slow for my liking; the ball's path is easily intercepted and deflected. A simple game, easy to get into, this one will appeal to the younger gamer.

Overall Rating: 69%

MISSILE COMMAND

Boy, is this a classic! One of the most original games ever and do I love it! (It's my mother, it is.)

The simple idea is to stop oncoming missiles from destroying your bases by blasting them out of the sky before they hit the ground.

The missiles take different trajectories, speeding up as you work through the levels, and you must decide which of three bases will fire at the missile. Each base only has a limited supply of missile so use them sparingly.

Barely younger than *Break Out*, the original coin-op's graphics were very basic. Thankfully, Virgin have well and truly updated them — defining the missiles rather than simply using lines — and tweaked the gameplay, too.

Missile Command's a great game and has been well captured, but something more could have been made of the concept.

Overall Rating: 81%

CENTIPEDE

So finally we come to *Centipede*, the bummer of the pack. A falling centipede crawls down the screen, its path affected by a maze of mushrooms, and you must destroy it before it reaches the bottom and makes a nuisance of itself. You can move up and down as well as left and right but only in the lower part of the screen.

Not only do you have centipede after centipede to bug-blast, but occasional spiders, scorpions and the like wander around the bottom of the screen too. Though you can earn lots of bonus points from them, they easily become a danger.

Very little's been done to update *Centipede*, both in terms of graphics and gameplay, but many would say there's not a lot you can do with it anyway!

Playability's a close copy of the coin-op but again that's a problem. *Centipede* gets very boring with no change of scenery or baddies so after half an hour you'll give up on it, never to be powered up again.

Overall Rating: 55%

In general

Now onto the business of the cart.

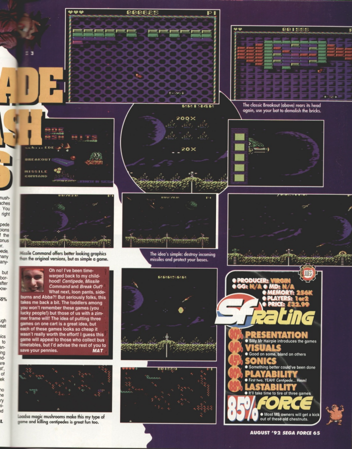
Good idea, good value and plenty of fun

Three games in one's a fab idea. Even though they're old, the cart represents great value for money.

Though the graphics have been updated to Master System standards they're nothing special, and soundwise all three games are a let-down. The cart's 'host', Hairpie, has a cuteability rating of three seconds — until he lets out a little shriek that really makes you wanna hurl.

Recommended to the younger player who probably never played these 'raves' from the grave and fancies tasting a slice of arcade history and the romantic older player who likes to reminisce, *Arcade Smash Hits* is a good idea, good value and plenty of fun.

PAUL



The classic Breakout (above) rears its head again, use your bat to demolish the bricks.

Missile Command offers better looking graphics than the original versions, but as simple a game.

The idea's simple: destroy incoming missiles and protect your bases.

Oh no! I've been time-warped back to my childhood! *Centipede, Missile Command* and *Break Out*? What next, loon pants, side-burns and Abba?! But seriously folks, this takes me back a bit. The toddlers among you won't remember these games (you lucky people!) but those of us with a zimmer frame will! The idea of putting three games on one cart is a great idea, but each of these games looks so cheap it wasn't really worth the effort! I guess this game will appeal to those who collect bus timetables, but I'd advise the rest of you to save your pennies. **MAT**

Loadsa magic mushrooms make this my type of game and killing centipedes is great fun too.

- PRODUCER: VIRGIN
- GG: N/A
- MD: N/A
- MEMORY: 256K
- PLAYERS: 1or2
- PRICE: £32.99

SF Rating

80% PRESENTATION
- Silly Mr Hairpie introduces the games

84% VISUALS
- Good on some, bland on others

45% SONICS
- Something better could've been done

80% PLAYABILITY
- First two, YEAH! *Centipede...* Hmm!

88% LASTABILITY
- It'll take time to tire of three games

85% FORCE
- Most MS owners will get a kick out of these old chestnuts.





KLAX

Computerised Connect Four finds its way onto the small screen and ADRIAN PITT spends a night on the tiles — he's no square!

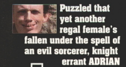


Way back in the mists of time (when Paul was the new boy!), we reviewed this addictive little puzzle game on the Master System (Issue 2, 81%). Now it's on the Game Gear, and it's still one of those corkers you just can't put down.

What makes *Klax* such a brilliant game is its concept. Sometimes, the most basic ideas make for better games. Catch colourful tiles as they roll down the screen and flip them into the bins below. That's it. Simple, huh?

Tiles race down the screen like there's no tomorrow!

Well no, there's a bit more to it than that. The aim of the game's to arrange three or more tiles of the same colour horizontally, vertically or diagonally. Once you achieve a colour line-up (or 'Klax' as they're known in the trade!), the tiles disappear, points are scored and plenty of room's left for even more Klax construction.



Puzzled that yet another regal female's fallen under the spell of an evil sorcerer, knight errant ADRIAN PITT enters old warty face's labyrinth!

Puzzle games seem to be the staple diet of our trusty old Game Gear, don't ya think? What with *Klax*, *Slider*, *Pengo*... the list's never-ending!

The question remains, is there room for yet another of the beggars? I reckon so, 'coz *Popils* has a couple or three nice likkle touches that make it stand out from the crowd. It's a fairly colourful romp and, dare I say it, cute into the bargain!

The plot ain't original, though. Why is it these princess types are always getting themselves into serious strife? This golden-haired beauty (let's call her Princess Braindead!) has gone and got herself into deep water with crotchety old Popils, the evil wizard.

He's kidnapped the poor wench and entombed her in blocks, located somewhere in his deep, dark and deadly mazes. As the princess cries out for help, you, the gallant Prince, must rush to her aid and oust old wizzy-chops once and for all.



Some great animation and effects throughout

Move through each labyrinth, destroying blocks as you go. These monstrous clods of earth are a huge hindrance (bleedin' sods! —Ed) — punch, kick and butt them out of your way.

Each bopped block disappears in a puff of dust. The block or blocks above it fall down a level and you can pass through a section that was once inaccessible.

If you blast those cubey things in the right order *and* at the right time, you're in with a chance of finding the right route to the damsel in distress.

Of course, nothing's ever *that* simple. The mazes are choc-full of nasty basts, like Green



POPILS



The snag comes when the tiles start moving faster than Paul Mellerick's Maestro! More often than not, you can't pick 'em up fast enough! The odds of getting the right colours when you need 'em most lengthen. The bin fills up in the blink of an eye...

Move the paddle left and right to catch tiles. Five can be stacked on the paddle and you can flip tiles back up the conveyor belt when things get hectic!

The Drop Meter registers the number of tiles you fail to grab. If you miss too many for that particular round, the game ends. If it's an easier game you're after, the meter can be turned off — drop 'em to your heart's content!

Simple, yet addictive

Later levels get a helluva lot tougher. Those tiles race down the screen like there's no tomorrow! Extra points are scored for more intricate Klaxs and warp levels are accessed if you complete a Super Klax.

As is the case for all games in the *Tetris* mould, playability and addictivity rule. No two games are ever the same.

There are plenty of options to keep you happy, nice presentation screens, good sound FX and graphics and a whopper of a challenge to boot. Who could ask for more?

Klax offers a nice change from the usual 'blast the butt off everything in sight' games. I warn ya now, once you grab hold of a copy of *Klax*, that Game Gear of yours will be in your hot little hands for a mighty long time.

Un-tile next issue! There's some serious Klaxing afoot... **ADE**

DROPMETER ON
MUSIC OFF
SOUND ON
FLICK BRICK PAD
BAT SPEED FAST
BRICK PALETTE A

Please select a wave

WAVE #1
WAVE #6
WAVE #11
DROPS PER GAME NO BONUS

Those tiles may start off slow, but once you've managed a few Klaxs, just watch 'em fly down the ramp. Only nifty paddle work stops you getting overloaded and forced outta the game!

Slimes (definitely *not* ozone-friendly!) and vampires — one touch and you lose a life. Beware of the 'Death Cones' (red pointy triangles to you and me!), fall on 'em and your number's up, kiddo!

Map attack!

Popils has a Map Editor, used to create your own puzzles. A nice inclusion this, with a battery back-up system so your designs can be retained, if you wanna show 'em to ya mum!

There's a Gear-to-Gear link option thrown in for good measure. Use two-player mode and you can send loadsa puzzles for your mate to solve!

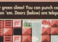
Although *Popils* is a bit *Pengo*ish, there's some great animation and effects throughout. Presentation's good; screens are crisp and colourful. Sound's somewhat twee, but can be turned off.

Popils looks promising, though not for hardened bash 'n' thrash fans. Expect the full rundown next ish. Now, back to me Game Gear for a spot of blockbusting! **ADE**



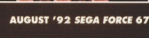




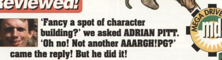




Watch out for green slime! You can punch cones, but can't fall on 'em. Doors (below) are teleports.







Nice city huh! Here's a complete map of the city, including the castle where you start. All the shops here can help you on your quest with such things as magic and weapons, but you need the gold to buy them. The graveyard's also worth a visit for a laugh...



'Fancy a spot of character building?' we asked ADRIAN PITT. 'Oh no! Not another AAARGH!PG?' came the reply! But he did it!

There's nothing better than sitting round a table with a few mates, lights dimmed, imagination running wild, adrenalin pumping like Paul Mellerick on an airbed! *That's* true roleplaying!

Convert an RPG to console, add a touch of 16-bit chicanery and the atmosphere associated with roleplaying goes down the tubes. That's *my* hypothesis anyway. Argue and you're dead!

Believe it or not, I can count up all the decent Mega Drive RPGs on the fingers of one hand. Unfortunately, *Hollow World* ain't one of 'em. Hollow by name, hollow by nature…

Hector's house

Goblins are such wretched fiends, aren't they? Warty, slimy old gits with body odour King Kong would be proud of! For the past 13 years, these creepy creatures have been at war with Duke Barrik and his mighty legion.

The 'Oh so stately one' (or Hector as he's known to his nearest and dearest) retreats to his castle and prepares for the goblin's final assault. Fortunately, help *is* at hand. The gods intervene and suck the whole damn caboodle, castle and all, into a huge, nay, positively gigantic void.

The village's transported to a weird and wonderful domain. The Duke's frightened (yella belly!). Who knows what adversaries lie in wait outside the castle gates? Nevertheless, the gods have given his people a second chance.

If only someone with nerves of steel would come forward and agree to scour hill and vale, nook and cranny, chasm and ravine, gather vital info on the new realm *and* sign up allies by the boatload, just in case the goblins return…

Guess what? That 'someone' is YOU! *Hollow World* puts you in charge of a party of four people. Choose either computer-generated players or select their characteristics yourself.

First, the class of each player — cleric, fighter, elf, halfling, magic user, dwarf or thief — give them a name then view their individual strengths and weaknesses. Hit points, dexterity, intelligence, wisdom, number of gold pieces etc, are all displayed. These can be changed if you choose to roll the 'dice'.

Good old gossip...

The game starts in Duke Hector's castle. Control is easy. Use the [D] button to move the lead character around, [C] changes the player, [A] and [B] access windows and select icons.

Like many RPGs, it lacks atmosphere

Initially, chat to the locals who wander in and out of buildings and stroll through the countryside. They give fairly vague information, some of which is useful later on.

Various shops are dotted around. Buy armour and weapons; maces, chainmail, swords, daggers et al are vital in combat.

Leave the village and roam the ravaged plains of your strange new kingdom, keeping a check on your position with the map screen. Plenty of options are at your disposal: Choose inventory and view your current status, have a nose at the weapons and spells you're carrying, transfer vital equipment from one character to another… You can even save your position if things get a little hairy.

Speaking of hairy, there are monsters and 'things' that go bump in the night hiding behind trees, bushes and all things boulder-like. Rats, flying vipers, hellhounds and so on have to be ousted before the party can go on their way. Click a character to enter battle and kick ass!

Going underground

Splat the nasty basts and your experience points get a good old boost *and* some lubbly jubbly gold coins may find their way into your knapsack!

Underground tunnels and dungeons need to be searched for spells and valuable items. This is where the adventure element comes into play. A text window keeps you posted on what's happening, where, and with whom! Locked doors need keys, boulders causing obstructions require someone with plenty of muscle, and so on.

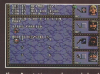
I have to be frank (I thought you were Ade?! — Ed), *Hollow World* is both boring and predictable. Most of the time, I trudged aimlessly around, pray-



You may notice the battlements dotted around the edges of the castle. Walk into these and you're in a labyrinth of caves. Search through the caves to find various helpful items.

HOLLOW W



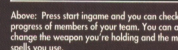


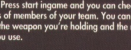


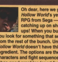


Above: Press start ingame and you can check on the progress of members of your team. You can also change the weapon you're holding and the magic spells you use.

Below: Ooops! Maybe that wasn't such a wise move. Never mind, nice headstones at least.





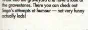


Oh dear, here we go again. *Hollow World*'s yet another RPG from Sega — they're fast catching up on shoot-'em-ups! When you buy an RPG you look for something that sets it apart from the rest of the bunch. Unfortunately, *Hollow World* doesn't have this vital ingredient. The options are there, the characters and fight sequences are there, it has good graphics (apart from a stupid perspective) and okay sound, but *Hollow World* needs that something extra. As it stands, newcomers will find this easy to use but experienced RPGers will find very little to hold their attention. **PAUL**

Below right: As with all RPGs options are essential. Choose your player, their name, sex, colour and stats.







Walk into the graveyard and have a look at the gravestones. There you can check out Sega's attempts at humour — not very funny actually lads!

ing for an action sequence or ten to pop up! Battle scenes are slow and monotonous. It sometimes takes ages to kill even the smallest of creatures.

Attic attack!

Manipulating the characters ain't much of a bind. The control mechanism's pretty slick, the gang move fairly quickly and accessing windows is carried out in a trice. As a whole, presentation's great — there's even a nice demo sequence. The graphics are nice and colourful and the overhead view works well. As per usual, the sound's pretty annoying! Crummy little tunes, too twee for their own good. Fortunately, they can be switched off.

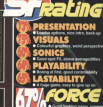
The text window's a nice idea — it adds a real adventure feel to the game — but, like many RPGs that have gone before, *Hollow World* doesn't have that all-important atmosphere.

If I were you, I'd save ya pennies, lock yourself in the attic with ya peculiar-shaped dice, peculiar-shaped mates and wait for the day when I come across a bloody decent RPG. (Don't hold your breath, kids! —Ed.) **ADE**



Above: Here you are having a good wander and you get attacked by a Hellhound, but he's no trouble (below) and soon dies. Ha! Ha! Ha!





- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £59.99

SF Rating

73% PRESENTATION
- Loadsa options, nice intro, back-up

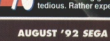
75% VISUALS
- Colourful graphics, weird perspective

60% SONICS
- Good spot FX, above averageditties

64% PLAYABILITY
- Boring at first, good controlability

65% LASTABILITY
- A huge game, easy to give up on

67% FORCE
- Good looking game, somewhat tedious. Rather expensive too!







Above: It's time to do your Robin Hood impression! Below: Burn rubber as you dash for the finish line.

Reviewed!

OLYMPIC GOLD

Some would say MAT YEO deserves a medal simply for sporting such a horrendous pudding bowl haircut!

I have to admit that when I got this one, I was a tad worried whether the Game Gear could do it justice but, never fear, the MS version's been perfectly converted to my little handheld friend! The picture quality's amazing, with all the sprites well-defined and once again, the Game Gear proves what a smart games machine it is!

Like the MD and MS, you can compete in various events, Mini Olympics, Full Olympics or go for Olympic records. Yep! Try your hand at beating the world's high scores and setting records of your own!

The events are just like the other formats and it's best to practise before trying them for real! The Game Gear version's a lot easier to handle (pun intended!); the controls respond well.

Hammer time

Choose your event and go! Sprinting's a doddle. Wait for the starting gun and run like the clappers! The same applies to the hurdles. Get off to a quick start, press up to leap the hurdles and dip at the line to clip your time down.

Next up is the hammer throw. There're two power bars in the top right-hand corner. Start spinning by pressing button [1] and build up speed with both. After three spins the hammer flies like a bird.

Archery's fairly easy. Press any button to go to 'strength mode', pull back the bowstring, aim for the target and let 'er rip! You have six shots to fire in one minute.

The pole vault takes a fair bit of practice. Press any button to start, run like hell, then press Down to stick your pole int' 'ole, lad! Use the controls to fly through the air gracefully, release the pole and roll over the bar – no cinch!

Head first!

After all that, try your hand at the water sports. Swimming's just like sprinting, only you must keep an eye on your stamina bar.Try to keep an even pace or you'll knacker yourself!

Last but not least is springboard diving.

Swinging the hammer

Perform a series of twists and turns to get high marks. The judges can be a bit stingey so try some complicated moves to impress them! As in other events, see how the pros (!) do it by selecting the 'eye' icon.

It's cheaper than a ticket to the Barcelona!

This version of *Olympic Gold's* great! With loads of events to compete in and even the Full Olympics to try, it's a sports fan's dream! I was hooked on it as soon as it arrived. Not only is it a real challenge, it's fun too!

I can't recommend this enough. It's cheaper than a ticket to Barcelona and there are no Germans to pinch your seat by the pool! **MAT**

It's all go whether you're on land or in the water!

- PRODUCER: US GOLD
- MD: OUT
- MS: OUT
- MEMORY: 128K
- PLAYERS: 1-4
- PRICE: £24.99

SF Rating

82% PRESENTATION
- Comprehensive options and menus

92% VISUALS
- Crystal clear sprites and movements

80% SONICS
- Good music and use of sound effects

88% PLAYABILITY
- Some events are difficult to master

94% LASTABILITY
- Play it till the cows come home!

92% FORCE
- The perfect portable sports sim!



Music maestro, please! ADRIAN PITT dropped in on Krisalis Software and met audio impresarios Matt Furniss and Shaun Hollingworth, the guys responsible for dreaming up the soundtracks to some of your fave Sega games.

Feature!

Not a great fan of train travel, being whisked unceremoniously up North to Yorkshire would not appear in my Top Ten list of favourite pastimes. Nevertheless, British Rail did me proud and I arrived in sunny Rotherham with time to spare, cool, calm and surprisingly collected.

Just as well, 'cos **Krisalis Software** aren't the easiest of people to find. Even Anneka Rice with all *her* clue-solving expertise would've raced down many a blind alley! Both the girl from Swinton Insurance and the rookies at the St John's Ambulance Centre threw me no end of blank expressions when I enquired as to the whereabouts of **Krisalis**.

T'was the blue BMW that eventually gave the game away. 'This is where the money is!' I mused, 'This *must* be Teque House.'

Krisalis Software have been around for almost five years now. They started life as **Teque Software**, programming games, developing soundtracks and dabbling in graphic design. Half a decade on and the company still excels on all three fronts. What's more, few would dispute **Krisalis** blaze a trail in the development of computer soundtracks and theme tunes.

Music and sound FX are what they do best. The biggest names in the software industry contact **Krisalis** when they're in search of bum-waggling beats and toe-tapping melodies.

Two's company...

Hence my visit. Big Ed had thrown down the gauntlet. The challenge was this: To go behind the scenes at **Krisalis**, find the men responsible for conjuring up these spine-tingling tunes and ditties and tell the nation exactly what makes 'em tick. Simple, huh?!

Enter stage left, **Matt Furniss** and **Shaun Hollingworth**. 'If music be the food of love', these guys must be incredibly passionate programmers! They're the Simon and Garfunkel, or to be more up-to-date, the Tennant and Lowe of the computer music world! Mr Furniss is the musical maestro, Mr Hollingworth's more the technical bod.

Matt's always had a keen interest in music. Not content with just tinkling on the old ivories, he bought an Amiga with an audio program and put his sonic talent to the test. At first, he produced soundtracks for demos and Public Domain software.

Entering the development field on a professional basis, however, was one helluva struggle, as 19-year-old Matt explains: 'I sent tape after tape to numerous software houses and developers. Sound production's a very competitive market to get into.'

But his persistence eventually paid off. At the tender age of 16, he was taken on by **Krisalis Software** as their 'Head of Audio'. Three years have passed and he hasn't run short on ideas.

Get down and groove!

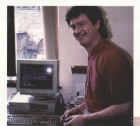
In his time, Matt's produced loads of tunes for home computer and console games. Both he and Shaun are busy writing for all three Sega systems: soundtracks and spot FX for *European Club Soccer* (a game they developed from start to finish), *The Terminator, Chuck Rock, Smash TV, Predator 2*, MS *Prince Of Persia, Tin Tin...* The list goes on and on.

Meet **Shaun Hollingworth**, a far from crotchety (keeping with the musical references!) 35-year-old who's been with **Krisalis** from the beginning of time. A partner in the company and boss-cocky in the technical department, he assists in software development and works closely with Matt, overseeing the electrical engineering side of sound production.

But from where does Matt get his inspiration, and how do the tunes actually find their way into the finished game?

Well, first things first. A software company contacts **Krisalis** (usually about halfway through a game's development), outlining various areas where they'd like soundtracks and spot FX.

Sometimes the info's pretty patchy, so



The debonair Shaun Hollingworth. He's a big cheese at *Krisalis*. He works in a wee office with Matt and waves his technical wand every now and again. Note the cheery grin and dapper polo shirt! Ask him about 'drivers' and he waffles on for hours. Clever fella!

Meet the star of the show, Matt Furnis. A mere whipper-snapper, he's dreamt up the soundtracks for games such as *Chuck Rock, Terminator, Prince of Persia, Whizz 'n' Liz*. Worra genius, eh?

it's left to Matt to come up with the goods, creating tunes and FX that best suit individual sections. Audio production for a conversion's far easier than putting sound to an original program 'coz Matt can easily see the game and its coding beforehand.

It takes, on average, around two weeks to produce sound for a conversion and three to four weeks for a new title. More often than not, Matt doesn't actually get to nose at a preview copy of an original game — a fax is all he has to go on! A vivid imagination's needed if ya wanna be an audio expert!

Code and chips

Time for the technical bit! Matt's tunes wouldn't be heard by you game-freaks if it wasn't for Shaun. He puts together vital bits of computer-coded wizardry known as 'drivers'. These tell the sound chip when to play, rather like a conductor in an orchestra. The finished soundtracks etc are written onto the drivers; a helluva lorra patience is needed to get them working to the best of their ability.

When Matt has a tune thumping around in his head, he toys with a few ideas on a **Yamaha YS 100** keyboard. Unlike the Americans, Matt tries to keep the equipment he uses down to a minimum. Fewer gadgets seem to give better results. He then wheels his chair over to the sound production 'nerve centre', an **Atari Mega 4** computer.

When I met Matt he was working on *Wolf Child* for the Mega Drive. The program he uses allows notes from the soundtrack to be entered into six columns, each column representing one of the MD's sound channels. The selected instrument, the note to be played, it's duration etc are all written in code. Matt works on the main tunes first, adding the sound FX later in the proceedings.

All coding's then sent to a 'receive' program, which accepts Matt's music. It's then saved onto floppy disc and transferred to PC. A test program allows Matt a sneak preview of how his tunes will sound in the finished game.

The audio code's transmitted via modem down telephone lines to the software house (the appliance of science, eh?!). They keep in close contact with **Krisalis** — it's important that Matt's masterpieces fit in with their game. A cute platform romp needs music to match; a game like *Terminator* required heavier sounds.

Oh, to be recognised!

Matt's work is examined with a fine – tooth comb and he's contacted immediately if changes need to be made, or if parts of the code are illegal and don't follow the software company's guidelines. Sometimes the alterations seem daft, but 'the customer's always right', so they say!

I asked Matt whether his favourite pop bands inspire any of his tunes.

'Not really. I like all types of music, from Erasure to Deep Purple. Except Rave, I can't stand Rave!

'I tend to program a lot of mainstream stuff, because that's what most people like.



You only have to look at the charts to see that! I'd like to produce something really far out, but folk seem to like what they're used to.'

Do Matt and Shaun think they receive enough recognition for the jobs they do?

Shaun told me, 'I reckon sound's just as important as graphics. We'd like to see our names a lot more at the start of games. Sometimes they appear when a game's completed, but more often than not, they're missed out completely! They have credits with feature films, why not computer games?!'

Where does the future lie with computer music development?

Shaun: 'With CD, most definitely. Our initial music source for soundtracks and FX would be compact disc, but who knows, we may even need to get musicians working in a recording studio to achieve the desired sound. Audio chips are improving all the time.'

In all the time he's been at **Krisalis**, what's the best piece Matt has produced?

'It *has* to be *Terminator* on all three formats. I had the full storyboard for the game, that gave me a lot to go on. I got to see a finished version and the music seemed to fit perfectly.'

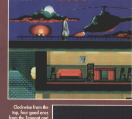
Wired for sound

And finally, what advice would Matt give to youngsters who reckon they've got what it takes to become an audio producer?

'First, buy an Amiga and a MIDI set-up, if you can afford one. There's more scope for sound production on the Amiga. Send tapes, not disks, to computer development companies rather than software houses. It's not an easy field to get into. I pestered **Krisalis** for months!'

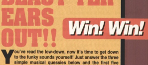
There are loads of graphic designers around, but very few sound developers. So come on all you budding Vince Clarkes and Chris Lowes, brush the dust off your organs (what?! —Ed) and get practising!

I came away from **Krisalis** well impressed. Music ringing in my ears and the urge to fiddle with my Casio while waiting at Rotherham station! Fortunately for my fellow travellers, the train came on time! Will wonders never cease?!





Clockwise from the top, four good ones from the Tennant and Lowe of computer music: *Chuck Rock*, *The Terminator*, *Tin Tin on the Moon* and *European Club Soccer*



BLAST YER EARS OUT!!

Win! Win!

You've read the low-down, now it's time to get down to the funky sounds yourself! Just answer the three simple musical quessies below and the first five correct entries picked out from between the guard dog's teeth'll win a totally brilliant music cassette, featuring the atmospheric Krisalis soundtrack to *The Terminator* and the funky *Chuck Rock* theme. On top of that, those generous chappies at Krisalis are throwing in a mega goody bag, stuffed with surprises.

Hold on, there's more! Since both of the games were released by Virgin, they've thrown in five outrageously good Virgin Games T-shirts for good measure! Howzat for a bundle?! Anyway, here're the teasers:

1. How many keys are there on a standard piano?
2. How many strings are there on a violin?
3. What do you call the small triangular thingy guitarists use to pluck strings?

Got all that? Great, now send in your answers on a postcard to: WOTTA GREAT BEAT! SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW before July 9 and keep yer eyes for the next couple of issues to see who's got the gear!

Yes, folks, it's me, tinkling all your old favourites on the electronic ivories!



Mega Drive md

Reviewed!

A demon at tennis in real life, our ace PAUL MELLERICK now pits his skills against the MD (!).

GRAND SLAM TENNIS

Yes, I'm ashamed to admit I'm a fan of *Super Tennis* on the SNES. When I found out about this one on the MD, I was convinced I wouldn't be impressed!

Those who don't know how to play tennis can go back to planet Zorbo right now and leave the rest of the human population (that's us) to get on with the game!

Basically, tennis is played by two or four people who attempt to win points, in order to win games in order to win sets in order to win the match! (Are you sure that's not darts? —Ed.) All clear now?

Make it up

Grand Slam Tennis gives a few more options than the *other* game, like the weird addition of Player Make, where you can create your own character and the way he shapes up on court.

You can train to practice your shot, slice and lob power, and if you fancy a few warm-up matches against the computer or a mate, go for the Exhibition option. Play one-on-one or take part in a selection of doubles matches.

If your confidence is booming, move on and compete for the big money on the world circuit. You're in the big league now, playing in a tournament against seven other players. Work your way to the final round and grab much-needed prize money (those hotel bills are mounting up, you know!).

Control of the game's going to cause a few downers. It's a touch tricky, but advanced gamers'll soon get the hang of it.

Button [A] slices the ball and slows the pace of the game, [B] forehands the ball with speed over the net. [C]'s the tactic button, producing a deft lob. Used properly this one can win games a–plenty. If the ball's in the air, [C] takes on a whole new role — line yourself up then smash the ball home!

The trick with *Grand Slam Tennis* is to learn the button moves then pick up the deft touches that win matches. Using the joypad with a button effects each shot and fools your opponent a treat!

Trouble is, set shots, manoeuvres and tactics don't work so well. Practising doesn't help as it's dodgy programming that's to blame.

A serious sim with cartoon-style characters doesn't mix well on these bland looking courts.

Graphically it's pretty bland. The characters don't have a face and their overall appearance is dull. The animation's slightly cartoony but the game looks like a serious sim. The mix doesn't work.

If you're desperate for a good tennis sim now Wimbledon's here, this'll have to do. I was right, I'm not impressed! **PAUL**

Ungh! See that? That serve was definitely over 100mph, wonder if he can return it? Hope not I'm knackered.

Below: Here's a nice idea, you can create your own player, but only if you understand Japanese.

- PRODUCER: TELENET
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1 or 2
- PRICE: £35.00

SF Rating

84% PRESENTATION
- Loads of options, make-up facility

72% VISUALS
- Nice ball movements, bland sprites

70% SONICS
- Okay FX and pseudo sampled speech

78% PLAYABILITY
- Easy, but the final touch isn't there

81% LASTABILITY
- Two player option adds to the length

75% FORCE
- A flawed tennis sim, not as good as the *other* format!





Everything's sweet at home – until the alien scumbags come, that is! Your family's been taken hostage and only young Bart can save the day!

Here he comes! Bart Simpson's here and PAUL MELLERICK, underachiever that he is, was given the task of playing it.

BART VS THE SPACE M

I got my mitts on Advance Play copies of this a couple of issues back and was suitably impressed. Now the finished version's here, I'm chomping my bits to tell ya what it's like.

Bart's my fave cartoon character (slightly ahead of the Tazmanian Devil) and I hook myself up to the satellite dish every Sunday to catch the latest episode. But enough of my social life, what of the game?

Well, unless you've been in a coma induced by watching *Neighbours* or reading the smallprint on an insurance claim form, you'll know all about the trouble Bart's got himself into. He's discovered Space Mutants are invading the Earth to build a humungous weapon that will destroy the whole planet. For some reason, they picked Springfield as their base and have invaded the bodies of Springfield residents to disguise themselves. But Bart can see them with his special X-ray specs and decides it's up to him to save the world — and hopefully get back in time for Marge's meatloaf (it is Tuesday, after all).

One of the best arcade adventures I've played

Purple aim

The mutants still need one ingredient to make their special weapon: anything purple. So off Bart goes onto the streets of his hometown, using his spray can to paint all purple objects *red* — and I mean ALL OF THEM.

Trouble is, these Space Mutants are clever creatures. When Bart completes the first level they modify the machine, changing the ingredient they need so Bart must keep going to defeat them.

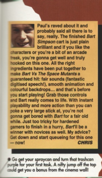
There are six levels in all, ranging from the Springfield Shopping Mall to the Nuclear Power Plant, not forgetting the Krustyland Amusement Park. As Bart finishes each level, the Space Mutants become angrier and angrier and the levels get tougher and tougher, so keep your wits about you and don't have a cow, man!

Easy being green

As you probably saw a couple of months ago, the graphics are the best seen for this Bart game. It's done the rounds on most formats since last Christmas but the MD's come out on top.

Flying Edge have included a special intro and presentation screens such as the video clip of Bart when you die, taken from the *Deep, Deep Trouble* video. All the backgrounds and sprites have a cartoony feel and the green effect of the X-ray specs is great, showing all the mutants behind human disguises. When you spot a mutant, jump on its head and they leave behind a 'Proof of Existence token'. Pick up enough of these and a member of your family will help you at the end of the level.

Apart from the graphics, the real beauty of the MD game is the control method. Bart must spray, run, jump, look through what he's carrying then use the item he wants. Button [A] uses the spray can and [B] jumps. To do a longer jump, hold down [A], keep moving then jump.



Paul's raved about it and probably said all there is to say, really. The finished *Bart Simpson* cart is just plain brilliant and if you like the characters or you're a bit of an arcade freak, you're gonna get well and truly hooked on this one. All the right ingredients have been put together to make *Bart Vs The Space Mutants* a guaranteed hit: fair sounds (fantastic digitised speech!), smooth animation and colourful backdrops... and that's before you start playing! Grab those controls and Bart really comes to life. With instant playability and more action than you can poke a very large stick at, you're not gonna get bored with *Bart* for a fair old while. Just too tricky for hardened gamers to finish in a hurry, *Bart'll* be a winner with novices as well. My advice? Get down and start queueing for this one — now! **CHRIS**



Don't waste time talking, just buy a cherry bomb and loadsa rockets!

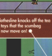




Dodge the mutants and set off a rocket to knock down the skittles for a few extra points.







Go get your spraycan and turn that trashcan purple for your first task. A nifty jump off the top could get you a bonus from the cinema wall!

Put a dime in the callbox and say hello to the barman. When you're done, go meet him, spray his apron then avoid him like the plague.

Clever balancing on the clothesline knocks off the tea towels. They cover up the toys that the scumbag aliens have painted red – now move on!



Button [C] uses the selected item and Start pauses the game. When paused, move up and down the list until you find the item you want. Unpause the game and press [C] to use it.

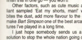
Second nature, first prize

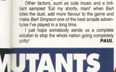
Although the controls take a few plays to get used to, you'll soon be doing things without thinking about it. This helps the gameplay and although the first level's tough, it's not impossible. The puzzles are well hidden and you'll probably take some time to figure them out.

Practice is definitely the key. Don't think you'll finish this in one go — you won't!

Other factors, such as cute music and a brilliant sampled 'Eat my shorts, man!' when Bart bites the dust, add more flavour to the game and make *Bart Simpson* one of the best arcade adventures I've played in a long time.

I just hope somebody sends us a complete solution to stop the whole nation going completely potty! **PAUL**





Take a close look at the mutant film ad in the window. Is it red? Sure is! Stand to the right, jump up and down and spray till it changes colour!





Send a rocket up at Jebediah's arm and you'll scare that nasty red bird from the scene, man!





Reviewed!

GEORGE FOREMAN'S KO BOXING

GAME GEAR gg

He's fat, round, he bounces on the ground! No, not PAUL MELLERICK, George Foreman!

Way back in SEGA FORCE's infancy (Issue 3, to be precise), I Advance Played *Heavyweight Champ*, and boy was it naff! The graphics were nice but the game was sluggish and the computer boxer predictable.

Since then, Flying Edge have picked it up, renamed it, and who knows, they may have changed it somewhat. Let's see, shall we?

The simple idea is to beat all your opponents and become the undisputed Heavy Champion of the Universe. May sound easy, and George might be a hamburger-munching, super-punching son-of-a-gun, but the opposition isn't going to go down without a fight (ho ho).

The control system's simplicity itself and thankfully you can easily put together some body-crunching combinations. Using button [1] as your left jab and [2] as your right, in conjunction with the control pad you can block, uppercut, sway, duck and body blow. Everything a boxer needs, except a knockout punch.

Speaking of which...

Well actually there is one: the amazing Foreman Superpunch will level your opponent — if used correctly. Press and hold both buttons and a red gauge lights up. When it reaches the top, your gloves flash and you can let out your punch, taking great pleasure in seeing your colleague fly across the ring into the ropes. OOF!

You start as an inexperienced, wimpy Mr Foreman, but after you win a fight you're awarded points. If you knockout your opponent you get four points, three points for a TKO (floored three times in one round) and two for a points win.

These points are used to increase your ability

Reviewed!

GAME GEAR gg

AERIAL —

AERIAL

Fur-lined jacket? 'Check.' Goggles? 'Check.' Big flappy scarf? 'Check.' Looks like MAT YEO's ready!

Up, up and away! Take to the skies, soar like an eagle and all that guff! It's time to strap yourself into a real mean machine (and I don't mean Paul's clapped-out Mellerick mobile)!

If you fancy trying your hand at being a mini Tom Cruise... you've come to the wrong place. What *Aerial Assault* lacks in speed and excitement it makes up for in sheer dross! Don't get me wrong, I'm a shoot-'em-up addict, but this thing leaves me pining for *Halley Wars*!

You're controlling an advanced jet-fighter as levels scroll from right to left. Unfortunately, someone forgot to tell you this plane was bought at Wolverhampton market as part of a job lot!

Double gunners

The fighter has to wing it's way through level after level of thrilling action (only joking!). Your enemies come screaming out of the sky (well, it's more like a hum actually) and shower you with missiles. Reach the end of the level and — surprise, surprise — you find a big, bad guardian.

Your plane's equipped with standard, forward-firing cannons, but extra weapons can be picked up on the way to increase firepower. Points are gained by blasting enemy planes and picking up bonus items. Get a star and you'll be blessed with an extra life.

If you can wangle together two Game Gears and two carts (both *Aerial Assault*, preferably), you can team-up. Two sets of firepower should get you through even the toughest levels!

A dodo of a cart, slow and downright boring

It stinks!

The graphics are clear and detailed. Backgrounds on later levels are colourful and packed with loads of movement. The sprites, on the other hand, are drab and lack any sense of adventure on the programmers' part. Sound-wise, there are no realistic sound effects or fun tune.

I have too many gripes about this game. Collision detection's very dodgy! You have to hit the planes correctly or they keep coming and enemy fire sometimes disappears against the background. The extra weapons are useful but they lack real wallop.

What we have here is a dodo of a cart; slow, unresponsive and downright boring. It's difficult when it should be fun and dull when it could be eye-popping. There's potential for a fast, addictive shoot-'em-up but it just doesn't appear.

MAT



I recognise a good sports game when I see one. Sadly this isn't one. The controls are too slow and the opponents too tough. I got bored after about 30 seconds. The two-player game looks like a hoot, as you'd be evenly matched, but that's about it. **MAT**

Round six — he's on the canvas, out for the count.

Fatty Foreman gets ready and trained up for the Nelson fight.

Down on the canvas — scoffed too many hamburgers, Georgie?

in three areas, Power, Reach and Footwork. Each is rated from zero to five, so if you earn and spend 15 points, you'll be tops all round (ho ho).

Which is when the two-player game's most fun 'cos you can beat seven shades of shampoo out of your mates!

This one hits way below the belt

Burger time

Now here's the bad news. *Heavyweight Champ* hasn't been changed a great deal. There are some graphical changes, such as the intermission where George munches on a hamburger (?!), and your opponent's names are different, but otherwise the game's the same.

The controls, despite being simple, don't work well and the Superpunch's *very* dodgy to get right. If you're against someone with a longer reach he'll snuff out your punch before you can use it.

The 'secret' to success is to outbeat your opponent in each area, otherwise defeat's inevitable. There's very little skill or strategy and lastability's very low indeed. Sorry game-freaks, this one hits way below the belt and should be disqualified.

PAUL

- PRODUCER: FLYING EDGE
- MS: TBA
- MD: N/A
- MEMORY: 256K
- PLAYERS: 1 or 2
- PRICE: £29.99

SF rating

83% PRESENTATION
- Two-player option, good scoring

81% VISUALS
- Nice big sprites, the rest's a bit off

45% SONICS
- Nothing music but okay FX

66% PLAYABILITY
- Well designed, simple controls

40% LASTABILITY
- Two-player game's good, but...

55% FORCE
- A poor boxing sim, too easy to master.

I'm not as unimpressed as Mat. Yeah, the music's a bit duff, but get into the game and start collecting power-ups and this shoot-'em soon draws you in. When the opposition builds up, you've got a real battle on your hands. Link up with a mate, *Aerial Assault*'ll give you a fair run for your money, and a fair amount of fun, too. **CHRIS**

...AL ASSAULT

Below: what a weapon (fnarr), just give those aircraft hell.

- PRODUCER: SEGA
- MS: N/A
- MD: N/A
- MEMORY: 128K
- PLAYERS: 1 or 2
- PRICE: £23.99

SF rating

55% PRESENTATION
- Extra lives and three continues

64% VISUALS
- No detail on aircraft, good backdrops

32% SONICS
- Naff tune and bad effects

44% PLAYABILITY
- Starts tough, bad collision detection

40% LASTABILITY
- Lots of levels but too challenging

48% FORCE
- A rubbish shoot-'em -up, lacking any thrills.



Advance Play!

PRINCE OF PERSIA

ADRIAN PITT dons regal garb and investigates an Affair of the State. The Grand Vizier's at it again, folks!

It went down a storm on the Master System (94%, Issue 7). Now Domark have very kindly allowed Game Gear freaks to experience a touch of swashbuckling and princess rescuing!

The GG game's set to be as awesome as the MS version, sporting equally stunning graphics and superb animation. You handheld owners are in for a right regal treat!

Persia's Grand Vizier's heavily into sexual harassment. So much so, he's nabbed your true love and locked her in a chamber on the highest level of his castle!

As the dashing Prince, you must race around like a blue-arsed fly, leaping chasms, scaling walls, hacking anything and everything that gets in your way and eventually claim your heart's desire. What a palaver!

Visually and sonically superb, instantly playable

Don't worry if it seems a long way down, you can always cling onto ledges by your fingertips and fall gracefully! Looks scary!

Not an incredibly well timed jump! Next time, creep up slowly so you keep your wits about you!

Time and tide wait for no man. You *must* rescue the peach-faced damsel before the sand stops trickling through the egg timer.

Crowning glory

The attention to detail in *Prince Of Persia*'s amazing and suffers not one iota on the small screen. The main character moves like a dream, his animation derived from actual video footage. Prepare to be amazed!

Don't expect to finish it in a trice. There are puzzles galore, many of them mind-blowingly difficult. If that wasn't enough, each area of the castle's like a mini maze. Trying to find the exits to higher levels is a nightmare! A good memory and detailed map are essential.

Prince Of Persia scores high in every department. Visually and sonically superb, instantly playable, you'll find it hard to put down.

I can't wait to smash old Vizzy's face in yet again! Brace yourselves for a full review next ish.

ADE

Let battle commence...

Prince Of Persia has three distinct sections: the dungeons, the palatial rooms and the tower, where the princess is held.

Avoid obstacles a-plenty (huge ravines, crumbling platforms, guillotines and the like) and fight to the death with those wretched palace guards. Sword fighting plays a major part in the game — make sure you've got plenty of buckle to swash!

Fortunately, the many tunnels and passageways are littered with energy-restoring potions. Guzzling 'em's essential after combat or a nasty fall. There's always a snag, though. Some of the concoctions are poisonous and deplete your life-force in one fell swoop!

Later levels are tough: more traps, more guards. Watch out for the unexpected, take nothing at face value.

Advance Play!





It's a dark and stormy night. ADRIAN PITT's down at the arcade, thrashing the pants off his fave pinball game. Little does he know, Hell hath no fury like a dragon scorned...

It makes a change to see a game with a bit of originality: I can't remember playing a video pinball game on the Mega Drive before.

Some of you may have heard of *Devil Crash*. Well here it is, in the guise of *Dragon's Fury*, and we've got Domark to thank for it.

Prepare yourselves for a fantastic challenge! This ain't no run-of-the-mill, namby-pampy pinball machine. A wildly careering chrome ball is your only weapon against evil in a chamber of horrors filled to the brim with nasty basts and malevolent forces! It's like playing a pinball version of your worst nightmare!

Graphics look amazing and create a great atmosphere

Skeletons in the cupboard

Use the control buttons to activate the flippers (which look spookily like the arms of some mutoid insect) and bash that sphere like a good un'!

Sorcerers, skeletal undead and other unearthly creatures crawl from the very heart of the machine and roam around the playing area, determined to stop that ball in its tracks. Kill or *be* killed.

Billions of points are hidden in pockets, dragons' eggs and cocoons. Bonuses galore are yours if you're brave enough (or daft enough!) to find them.

Dragon's Fury boasts some stunning graphics and sound FX. There are three action-packed scrolling playfields, as well as six eye-popping bonus rounds. Battle with dragons, vampire bats, live skulls and other devious deadheads! Lose a ball and hear the chamber echo with taunting laughter.



Advance Play!

MARBLE MADN

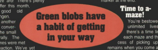
Down in game-freak alley, ADRIAN PITT's playing with his marbles. B these bleeders are cannon ball-sized, with humungous spikes!

If I hear you Game Gear owners moanin' and groanin' that SEGA FORCE don't review enough GG games, I'll grab you by the marbles and squeeze 'ard! There's plenty of variety on offer this month, courtesy of good old Domark and Tengen.

Here, yet another classic coin-op conversion rolls onto the small screen — literally. The MS and MD games were met with a mixed reaction. We've yet to see how the Game Gear romp fairs, but let's take a sneak preview…

At long last, you handheld freaks can experience the sheer frustration that is *Marble Madness*! The idea's a basic one: Roll your marble down a three dimensional course to the goal marker at the end.

Green blobs have a habit of getting in your way



Time to a-maze!

You're bestowed with unlimited lives but there's a time limit for each maze and the process of picking up your remains when you come a cropper uses valuable seconds. A little broom appears from nowhere, sweeps up the broken glass and a replacement marble's teleported to

Ultimate pinball wizards get their names on the high score table. Have you got what it takes?

Who dares pins!

Dragon's Fury promises to be a fabulous release — fast and furious action all the way! From what I've seen so far, the graphics look amazing and create a great atmosphere. There's a real gothic feel to it.

It doesn't matter if you're a pinball fan or not, *Dragon's Fury* has something for everyone. But don't just take *my* word for it. Domark's PR Exec, Alyson Stroud, is already addicted, so it must be good!

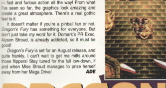
Dragon's Fury is set for an August release, and quite frankly, I can't wait to get me mitts around those flippers! Stay tuned for the full low-down, if and when Miss Stroud manages to prise herself away from her Mega Drive! **ADE**





There are loads of hidden bonus rounds. Hit the three skulls (above) to make for a perfect score.







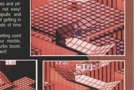
your new start location. Time wasting's definitely *not* allowed!

Each course is littered with obstacles and pitfalls — the route to the finish line's not easy! Holes, cliffs, vacuum cleaners, catapults and amorphous green blobs have a habit of getting in your way. Watch in horror as the sands of time quickly run dry!

The control system takes a bit of getting used to. Use button [1] to manoeuvre your marble, while [2] gives your trusty sphere a turbo boost. Navigation's tricky, practice makes perfect!







Marble mania

Marble Madness is quite a challenge. The levels are all pretty intense and the time limit gets tighter with each round — a good thing 'coz many current GG games are a bit too easy for my liking.

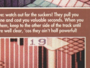
Domark have done a good job here. It's a faithful representation of the coin-op, colourful and challenging, with plenty of tricks and traps to keep you on your toes.

If you're after an addictive game with a high frustration factor, *Marble Madness* will, without doubt, be right up your alley! Gamesters who remember the original will enjoy *MM*, newcomers should check it out, too. It's a whole new ball game... **ADE**



Above: watch out for the suckers! They pull you off-line and cost you valuable seconds. When you see them, keep to the other side of the track until you're well clear, 'cos they ain't half powerful!









NINJA GAIDEN



Be warned! MAT YEO san verbosity mode initiated! Serious oriental waffle dead ahead — brake now!

Well, I guess everybody's kung fu fighting now! Confusious reigned when Big Ed knocked me to the floor with a flying kick and asked what colour belt I had!

Before you can say 'Toyota', I found myself tossed into a dojo facing some of the toughest beggars this side of Bruce Lee! Come with me, young apprentice, as we face the horrors of *Ninja Gaiden*!

The formula's fairly bog-standard. You take on the role of Ryu Hayabusa (sounds like a stir-fry meal!), latest in a long line of Dragon Ninjas. Your village has been attacked by a band of vicious thugs (ie, lager louts) and your people slaughtered. Finding a lone survivor, Ryu's told the villains have stolen the town's Bushido.

Their what?!

The Bushido's an ancient scroll that, apparently, can give it's user enough power to control the world (or some such old guff!). Ryu swears (naughty boy!) to find the scroll and bring the bad guys to justice.

Okay folks, what we have here is a pretty nifty platform game with a few twists. The Master System sure is a lucky little chap to be blessed with a game like this! I played it for ages (instead of working!) and couldn't put it down.

Ryu's quite a clever fella. He can jump, fire, use extra weapons and perform a handy trick to reach high ledges. Stand under the ledge, press jump and up to flip Ryu onto it. This is a technique you'll have to master for later levels.

Scrolling levels

The first level has Ryu racing through a forest kicking ninja ass. Jump across spiked pits, dodge throwing stars and climb those trees faster than a very fast thing on a fast day!

At the end of the level you face a whopping great sumo wrestler. He's not too tough but keep an eye on your energy.

Not original but bloody good fun!

Pursuit On Tokyo's the next section. Use your ninja skills to battle across the Japanese skyline. Fling yourself over girders and avoid those workmen flashing their hairy bum cleavage! If you can get to the end, you have to take on your old mate, Tsutenkaku the Samurai.

Later levels take you to dark, clammy caverns, frozen wastelands and ancient temples.

Dotted around each level are scrolls. These contain extra energy and weapons, such as throwing stars and force fields. Some of the scrolls are hidden so check all those nooks and crannies!

100,000% improvement!

Ninja Gaiden's a t'rriffic challenge. The levels get tougher and so do your opponents!

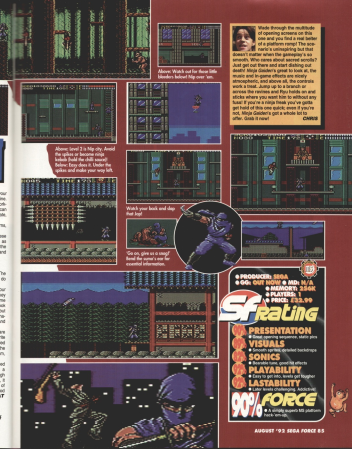
Mastering your moves is the real key to this game. Some obstacles might look impossible at first but use the right combination of jumps and flips and you'll get past them.

Ninja Gaiden looks great. The characters are small but well defined, there's very little sprite flickering and Ryu moves like a well-oiled machine. A bleepy oriental tune accompanies the game and effects add another touch of realism, explosions and death sounds suitably startling!

I'm well impressed with this game. I loved *Ninja Gaiden* on the Game Gear and this is a thousand times better! With loads of levels, tough villains and a challenging mission to complete, it should satisfy even those who're sick to death of platform games. It's not original but bloody good fun!

MAT

Left: Leaping from branch to branch is easy with the smart controls. But don't get carried away, those scrolls need to be collected or you run out of firepower before the fat Sumo geezer arrives!



Above: Watch out for those little bleeders below! Nip over 'em.

Above: Level 2 is Nip city. Avoid the spikes or become ninja kebab (hold the chilli sauce)! Below: Easy does it. Under the spikes and make your way left.

Watch your back and slap that Jap!

'Go on, give us a snog!' Bend the sumo's ear for essential information.

Wade through the multitude of opening screens on this one and you find a real belter of a platform romp! The scenario's uninspiring but that doesn't matter when the gameplay's so smooth. Who cares about sacred scrolls? Just get out there and start dishing out death! *Ninja Gaiden*'s great to look at, the music and in-game effects are nicely atmospheric, and above all, the controls work a treat. Jump up to a branch or across the ravines and Ryu holds on and sticks where you want him to without any fuss! If you're a ninja freak you've gotta get hold of this one quick; even if you're not, *Ninja Gaiden*'s got a whole lot to offer. Grab it now! **CHRIS**

- PRODUCER: SEGA
- GG: OUT NOW ● MD: N/A
- MEMORY: 256K
- PLAYERS: 1
- PRICE: £32.99

SF Rating

90% PRESENTATION
- Great opening sequence, static pics

89% VISUALS
- Smooth sprites, detailed backdrops

82% SONICS
- Bearable tune, good hit effects

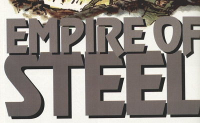
92% PLAYABILITY
- Easy to get into, levels get tougher

92% LASTABILITY
- Later levels challenging. Addictive!

90% FORCE
- A simply superb MS platform hack-'em-up.



Reviewed!



EMPIRE OF STEEL

Motorhead bangers needn't apply. Bringing down the evil Steel Empire's a job for a man — but we decided PAUL MELLERICK should do it.

A few months ago we picked up a grey import shoot-'em-up called *Steel Empire* and remembered Acclaim, through Flying Edge, were due to release a shootie with a similar name.

So we held off the review because *Empire of Steel* was due to be altered for official release. Well, here it is, and it *has* been changed, slightly — you'd better read on for more details. The story's the age-old battle between good and evil — and you hold the key. The Motorhead Empire rules the world, death and tyranny just two of their favourite pastimes.

Standing alone is the Republic of Silverhead (lot of 'head's round here, isn't there?). After years of pressure, they've remained independent, but their time has come. The Motorhead Empire must be stopped and you're the only man for the job.

Dread Zeppelin

Using the amazing technologies of the day, there are two ships at your disposal. The Striker's small, fast and armed with air-to-ground missile. The Zeppelin airship's slightly slower, armed with a mine launcher and has stronger shields.

One craft is best suited to each stage, so it's up to you to decide which one to use. Use all your skills to get through to General Styron and rid the galaxy of the Motorhead Empire, once and for all!

The Silverhead Republic hasn't left you underpowered. After years of high-tech research, they've developed the Lightning bomb, an awesome weapon of mass destruction that will wreak havoc among the Motorhead attack squads.

Empire of Steel has a very well-written scenario and a great cinematic black and white opening sequence that really makes you believe you're out to save the world... NOT! (Ha! another *Wayne's World* joke.)

After you've set your options — difficulty level and continues — a short narrative about your mission leads you into the game. And boy, what an attractive game this is!

The backdrops are the best I've ever seen

Empire's graphics are of the highest quality. Not only are the sprites small, nicely drawn and animated, the backdrops are the best I've seen in an MD shoot-'em-up by a long way. Multi-layer parallax scrolling makes a great deal of difference to the scenery and helps create remarkably realistic scenes.

The sound's up to the mark set by the graphics, with pumping tunes and great FX, not to mention the speech at the start of each level. Okay, all it's says is 'Good Luck' but what did you expect, the Gettysburg Address?!

After you've been blown away by the sound and graphics, you realise you're up to your neck in trouble!

Plenty power-ups!

Depending on the control options, you use one button to fire in front of you and one to fire behind. The other button launches a mega-bomb.

The action's fast and furious — thank God for power-ups, eh? *Empire of Steel*'s full of 'em, and *all* make a difference. They range from simple speed-ups to experience points which increase the power level of your ship to a maximum of 20. Reach that and your ship's a real mean mutha of a blaster!

To add to your power, you can also pick up more mega-bombs, or even two outriders to make you look really mean! The odd heart bonus increases energy.

Energy? Yep, in *Empire of Steel* it's not a case of being hit and dying, each ship's shield can take a few hits and can be restored with said heart icon.

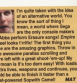
Lemon squeezy!

Now the bad news. The levels are quite short and unvaried and getting through them's very easy. The only challenge comes from the end-of-level ship, all very *R-Type* indeed.

This is where *Empire of Steel* falls down. It's too easy and the end-level guardians are very similar to each other, with the exception of the final guardian. I finished it after my second go! Even on Hard level with no continues, I've got to Level 5.

With a few tweaks and maybe less shield power, this could be an entertaining and tough shootie. As it stands, it's another run-of-the-mill blaster but with great sound and graphics. You won't get much joy outta this unless you like finishing easy games (there's a Mat joke there but I won't lower to it!).

PAUL



I'm quite taken with the idea of an alternative world. You know the sort of thing I mean, a world where Sega are the only console makers and Abba perform Erasure songs! *Empire of Steel* looks t'rrific! The first thing you notice are the amazing graphics. Throw in some awesome parallax scrolling and you're left with a great shoot-'em-up! My only moan is it's too darn easy! With loads of extra lives, weapons and continues, you should be able to finish it faster than a rocket-powered Sopwith Camel! MAT



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Left: Fans of the old R-Type coin-op will feel twinges of nostalgia when this end-of-level ship (cleverly disguised as a floating castle) comes onscreen. Follow the ship as it hovers around and destroy as many turrets as possible. Then you're under the belly of the beast where you must unleash all your weaponry in a bid for final victory. Succeed or Darkness rules!

Big Cannons eh! Well they don' come much bigger than this, do they? Fly to the top of the screen and when the cannon raises, fire at the support struts.

More similarities here. Remember an old game called Scramble? No? Well watch closely as you fly through the caves dodging the scenery.

Here's an example of the really outstanding graphics used in the game. Don't admire the buildings for too long though, just pick up those very useful power-ups.

Let fly with your lightning bombs and watch the opposition disappear into oblivion.

More power-ups as you destroy another bunch of Motorhead scum. Ha! Ha! Ha!

Big airships may look impressive but looks are deceiving.

- PRODUCER: FLYING EDGE
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

80% PRESENTATION
- Options and great movie intro

96% VISUALS
- Amazing backdrops and wicked sprites

91% SONICS
- Great pumping tunes

80% PLAYABILITY
- Easy to control, fast, but quite samey

50% LASTABILITY
- It took Paul half an hour on Easy!

72% FORCE
- You might get something out of it if you're a novice.

Every so often, something amazing happens, like ADRIAN PITT getting up at six in the morning to spend a day as a newspaper delivery person.

Advance Play!

PAPERBOY

Would you believe the arcade game's now eight years old?! Doesn't time fly?! And still, after all this time, it has that certain appeal. Hoping to repeat the success of the Mega Drive version, Domark are set to feature this trusty coin-op on a Game Gear near you — soon!

All the original features are there in glorious technicolour. A fast and furious challenge lies ahead. If you've never had a paper round before, start fretting!

The Daily Sun's a popular newspaper. It seems nearly everyone in your area reads it passionately. Shame really, 'coz that makes your job a helluva lot harder! The more customers you fail to deliver to, the more hassle you get!

That's the basic idea behind *Paperboy*: ensure all those who subscribe to *The Daily Sun* get it in good time. If you throw the tabloid to crumbly old non-subscribers, they're not gonna be best pleased, so keep your wits about you.

A 'pane' in the ass!

There are three routes in *Paperboy*, Easy Street, Middle Road and Hard Way. Get astride your bicycle and whizz along the horizontally-scrolling streets, throwing papers as you go.

If the *Daily Sun* lands in a subscriber's mailbox, you score mega points and the smile stays on the newsagent's face! Points are awarded if you cause damage to a non-subscriber's property (like a broken window or three) but scarper pretty damn quick — you don't wanna be reported to 'the powers that be'!

A fast and furious challenge lies ahead

Okay, I'll come clean. There's a snag. In *Paperboy*, the streets ain't paved with gold, no sir! They're *plastered* with a plethora of irritating bad guys and troublesome obstacles, all set to do serious harm, cause untold havoc and stop you from doing your job.

Local yokels!

Remote-control cars, drunken yobs, loopy lawnmowers, skateboarding deadheads, nasty neighbours, breakdancers and every creation known to man (well, almost!) pop out from behind fences, hedges and lamp posts.

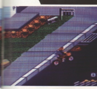
Dodge 'em using the D-button. If you're going too fast, pull down on the joypad and the bike slams to a halt. As with the coin-op, control takes a while to get used to, but practice on Easy Street first and things get easier.

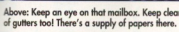
The aim's to reach Sunday with as many subscribers as possible. At the end of each day, you receive a report from the newsagent highlighting all the customers you need to deliver to and those who've cancelled their subscription.

There's a neat little training section inbetween delivery days. Gain bonus points by hitting targets as you negotiate ramps, pools, boulders and sand

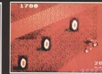


Swear words aplenty! Keep off the grass, you deadhead! Some screenshots (like the one above) are direct from a Game Gear, some from Domark's development chips taken off TV screens.



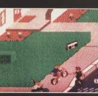


Above: Keep an eye on that mailbox. Keep clear of gutters too! There's a supply of papers there.





Above: on the training section — jump over the ramps and hit these targets for bonus points…





traps. There's a time limit, which gets tighter as the week progresses.

Paperboy has a few nice little touches that caught my eye. The breakdancer's humorous and colliding with local residents is a right laugh (what a masochist I am!).

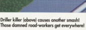
Deliver the goods

From what I saw, presentation looks top-notch; crisp, colourful graphics, with some pretty nifty animation.

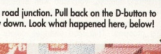
Paperboy has always been quite a challenge and Game Gear owners won't be disappointed — here's another game with a high frustration factor. If you get clobbered and land in a crumpled heap on the tarmac, you just have to pick yourself up, brush yourself off and start all over again (sounds like the cue for a song! —Ed).

Right, it's piddling down with rain, me bike's got a puncture, I've still got a bag full of papers to dish out and a dose of the periodicals! All that, and I haven't even had me Ready Brek!

Strewth! The things I do for SEGA FORCE! Moan… wibble… gripe… **ADE**

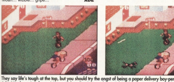


Driller killer (above) causes another smash! Those damned road-workers get everywhere!

At a road junction. Pull back on the D-button to slow down. Look what happened here, below!







They say life's tough at the top, but you should try the angst of being a paper delivery boy-person! Poor Ade, it's about time for a visit to a trick cyclist. But watch out, Ade! Behind you — that poor dog hasn't been fed on his favourite dish of toasted Postman Pat yet…



TWIN COBRA

Reviewed!

MEGA DRIVE md



He flies like a helicopter and stings like a snake? That's how PAUL MELLERICK gets to grips with another coin-op blaster.

Choosing the right weapons to finish off the big guns is important, and make sure you've picked up enough speed to dodge incoming ammo!

Twin Cobra's a coin-op from back in 1987, by those mega shoot-'em-up producers Toa Plan, the people who brought you *Hellfire* and *Zero Wing*. Unfortunately, this was *before* they found their way.

You're a mega pilot who's just so fab and groovy you're given charge of a TC-7 Twin Cobra assault helicopter (not a real 'copter, so no letters from trainspotters in Telford, please).

After returning from your last mission you're tired and in need of a vacation — but you're out of luck. You've been volunteered for a hideously dangerous assignment from which you'll probably never return, but the future safety of the world depends on it.

Yep, there's another mad tyrant — this one named Anziga — bent on world destruction and it's up to you to deal with him (the exciting things you get to do when you own a Mega Drive!).

Multi-coloured shot shop

Mission details are a bit thin on the ground: you fly to Anziga's country and wipe out all his forces. And boy, there's quite a few of them! But you're not completely alone, between levels you refuel and recuperate on your base ship (does refuelling really take that long? —Ed).

To take care of the waves of enemy aircraft and ground attacks, you start with a basic forward-firing, twin-barrel and death-dealing machine gun, but by destroying the right helicopter an icon's dropped. This icon changes colour and increases firepower when collected, depending on the colour of the 'splat' at the time. There are four different weapons in all, for the four colours of red, green, blue and yellow, and these range from a twin laser to pulsating bombs.

The ten horizontally scrolling levels get progressively harder, with more enemies onscreen and tougher end-of-level baddies, ranging from tanks to mega-planes. Although the name behind *Twin Cobra*'s Toa Plan, this is so old it's really showing wrinkles. There's absolutely nothing to write home about.

So old it's really starting to show wrinkles

The helicopter controls well and the number of planes, tanks and 'copters onscreen (not to mention bullets) is impressive. The graphics and sound are both reasonable and exact arcade copies, as I recall — but that's not saying much.

Twin Cobra falls into the category of 'seen it all before'. This type of game rears its ugly head often on the MD and recent official releases such as *Fire Shark, Zero Wing, Gynoug* and *Hellfire* more than prove the point.

Don't get me wrong, the game's fine, but it hasn't got any kind of 'hook' at all. You play the first few levels then the action becomes too repetitive and you don't feel like carrying on. If you're a shoot-'em-up addict, check out the above games before you even think about this one.

PAUL

One thing I'll say about *Twin Cobra*, it's damn easy to get into. No fussing about, just plug in, lift off and blow everything away. Okay, so it's not the most devastating of shoot-'ems on the market, but if you're into pure, uncomplicated blasting, *Twin Cobra*'s worth a try. The only downer for me is the amount of time it takes for the chopper to land and lift off again between levels. When the adrenalin's flowing from the last end-of-level bastard, the last thing you want to do is twiddle your thumbs while the pilot has a cup of tea in the ship's galley! Graphically and sound-wise, the game's fairly average, but should keep hardened shootie freaks amused for a while. Try pausing the game, pressing [UP], [DOWN], [RIGHT], [LEFT] in that order, then [A] and [START] together for some smart firepower! That cheers the game up no end! **CHRIS**

Above: Drop one of your smart bombs and the enemy knows all about it — anything caught within the outer fire ring's done for. If you've got enough, two or three of these should take care of the end-of-levellers!

Below: Speed-ups and firepower splats galore, but take care of the choppers first, before they take care of you!

Take-off and landing is a painfully slow business. All you can do is sit back and relax while your pilot gets his R&R. When you're up in the air again, the attacks come in thick and fast from the start!

Changing weapons by picking up the coloured 'splats' takes care of the mid-level nasties!

Save some bombs for the end of the level or you won't make it!



The tanks may not be fast moving but watch you don't let them slip behind you!

Get a load of the cheat mode for extra special firepower!

- PRODUCER: SEGA USA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £35

SF rating

85% PRESENTATION
- Loads of options but little else

75% VISUALS
- Coin-op quality but nowt special

35% SONICS
- FX and that's all

82% PLAYABILITY
- Standard shooting action nicely done

66% LASTABILITY
- We've seen it all before — and better

71% FORCE
- Certainly *not* Toa Plan's finest hour. Not bad but not great



Reviewed!

CADA

PAUL MELLERICK loves bangers 'n' mash and doesn't take any old flack. But here comes Cadash, is it good or a pile of cack?

Here we go again. Flashed across the front of the box are the words 'The Arcade Hit'. Sorry lads, never heard of it. *Cadash* is a basic mixture of roleplaying and platform action featuring simultaneous two-player action. Set a long time ago in another dimension, a war between humans and demons reached impossible heights, with no end in sight.

The One Who Knows All (no references to Editors, honest!) decided to stop all this carnage and came up with the idea of splitting the Earth in two, the upper half for humans and the lower, deeper half for demons. But the demons became jealous of the humans, as they had all the light (p'raps they're afraid of the dark!).

As the races grew older, a new powerful demon evolved, born of a human woman. Balrog promised his followers a new kingdom would be born if he could take a human mate (oh dear, trouble brewing, I think).

FIGHTER

MAGE

Dirzar's desperate!

After several raids on the upper world, Balrog was successful and captured Princess Salassa from Dirzar and took her to his hold, the infamous Castle Cadash.

Dirzar has offered all of his kingdom to anyone who can bring back his daughter. Many have tried but no one's returned, so you've decided to try your luck and rescue the beautiful princess. (She could be a pig, but the Princess is always beautiful in these stories, isn't she?)

There are two player characters in the game — a fighter and a mage (magician) — in one-player mode you can choose between them. The differences are obvious: the fighter's strong but can't use magic, whereas the mage can learn spells but only attacks with a small staff.

As you get into the game you meet other people and have the opportunity to talk to them. Take note of what they say and remember it — it may be useful.

THE QUEST FOR THE BALROG WILL NOT BE AN EASY ONE. TAKE ALONG AS MANY TRUSTY COMRADES AS YOU CAN FIND. YOU'LL NEED THEM.

Here you are at the start of your quest in the castle of Dizar. On your way out it pays to talk to the court subjects for vital information, as they have several interesting things to say.

A grand scale

Your hit point rating (the same whichever PC you play) decreases if you're hit by hostile characters but can be restored using magic or special items.

You can build up your maximum hit points by increasing your personal level. As you gain experience by killing things (placid game, this) you increase your level up to the maximum of four.

The controls are a simple arcade set-up, one button to jump, another to attack. Using the buttons with the control pad you can attack to the head, body and downwards when jumping.

The roleplaying element's limited and practically useless

As you despatch the various creatures, they drop gold. Get past the first level and you can enter shops where items essential to your progress and health are available (can I have a Mars bar and a packet of crisps, please?).

Other items found and collected are herbs and elixir to restore strength, the scale of a mermaid which let's you breathe underwater and the antidote to cure you from any poison. Finally, the Lilliput Orchid makes you small so you can reach otherwise inaccessible places.

Being boring

Never having seen the coin-op, I can't compare the graphics. But on the MD they look okay and include different scenery such as inside the castle, around the village and in the caverns.

The sprites are big but poorly animated. As you go through the levels and buy armour, the character sprite changes as appropriate; many games ignore that detail.

The spot FX are bland, a silly swash of the sword and a boring bonk (fnarr!) when you use the staff. Unfortunately, the in-game tune is of the same dire order.

Any hopes of these flaws hiding a good game were dashed as soon as I started. The controls are sluggish and the general movement of the character's very stiff. Gameplay consists of play-



Visual delights: the eyes have it (above) — their evil glare is only matched by the fearsome Black Pudding (below) — and believe me when I say you should be scared (NOT!). This ugly little bleeder fires bits of himself at you, so dodge those and then lay into him with your sword!

ing until you die then remembering your mistakes next time around. BOOORING!

The roleplaying element's very limited and practically useless. All you're left with is a scrolling platform game that's been seen a thousand times before. The coin-op must've been better than this otherwise no one would've played it! **PAUL**

Supplied By MEGACOM, Nottingham

You're attacked by mutant flying frogs as you travel through the underground caverns of level 2. Nearer the end, avoid the hands that materialise from the ground and turn into fists — ouch!

Looks like a bit of a boar below, look out for the other one!

I'm partial to a bit of sword and sauciness myself but *Cadash* is a limp-wristed dragon of a game! Pick from Kevin the barbarian or Barry the wizard! Wow, what a choice!

The game looks good. There's some great animation, especially when it comes to the bad guys, but that's about it. The whole game just lumbers around like a dozy cave troll. Add a bit of speed, a few more characters to choose from and this would be half decent. Forget this fantasy failure and watch it sink into the swamp of dire, forgotten games! **MAT**

- PRODUCER: TAITO
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1 or 2
- PRICE: £32

SF Rating

75% PRESENTATION
● Good intro, a few options

78% VISUALS
● Okay backdrops, slightly naff sprites

65% SONICS
● Boring music and crappy FX

66% PLAYABILITY
● Slow, sluggish and snooze-inducing

55% LASTABILITY
● No hook and not many levels

60% FORCE
● Might appeal to sad basts who think Last Battle's good.



GUTTER SNIPE

He hates the guys, he hates the gals, but he and Big Ed are the bestest of pals. He's crabby and moody, short-tempered and cranky, takes pleasure in showing what's blown in his hanky. Thinks answering letters is nothing but farce and uses a bundle to wipe his fat...

Letters

Issue 8 already and they *still* haven't got rid of me! I plead with Big Ed daily to let me off on a suspended sentence. He reckons I need suspending over the side of a cliff by Kylie Minogue's knicker elastic! Charmin', eh?

And *still* you lot send me your mouldy old scribblings. Well, I've had enough! I think two weeks in Skegness would suit me down to the ground. Plenty of 'Kiss Me Quick' hats and soggy fish and chips. Luverly! Anyway, I'm sure they'll make me answer ya letters while I'm packing, so send your wit, wisdom and pics to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. And I ain't sending ya a postcard, so flop off!

Right, let's get to it, I've got suntan lotion to buy. Can't hang around 'ere prattling to you lot...

Mario busters

Dear Gutter Snipe

Regarding the **Sonic** vs **Mario** war, I'd just like to ask if you know the answer to why everyone claims Mario games are better than *Sonic*?

For a start *Sonic*'s graphics are much better, *even* than *Super Mario Bros 4*, much more colourful — the backdrops are brilliant!

Anyway, playability is where most people say the Mario games come out top. Why, I ask you? *Sonic* is not an absolute doddle to complete and is just *so* addictive that I, for one, go back for more — and I'm sure others do too. Just because the Mario games have lots more levels doesn't make them better games.

Also, how can the SEGA FORCE team say that *Sonic* on the Master System is as good as the Mega Drive version? What a load of bobbins!

Before I go to demolish a few Nintendos, I've a few questions:

1. What's the maximum memory in terms of 'K' that the Mega Drive can handle?

2. How will *Super Kick Off* on the MD differ from the MS version? Will you be able to save goals onto the cart?

3. Will *Sonic 2* have a battery back-up facility?

Chris Moore, Wednesfield, Wolverhampton

Grrrrrr! I visited Wednesfield once — it was shut! Actually, Mr Pitt himself hails from that neck of the woods and they can 'ave him back, thank-you very glad.

All this squabbling about that spiky specimen and the Italian plumber. We know who's best, don't we boys and girls! ('Yes, Uncle Gut' —All the under-5s in the world).

The biggest cart seen to date is 12 Megabit (1536K). *Streets Of Rage 2* will be 16 Megabit (2048K), so make of that what you will, sucker!

How will *Super Kick Off* differ? Well, it'll be on the Mega Drive. It'll be 16-bit. It'll cost a bit more and it'll be even greener! (Sarcasm is the lowest form of wit —Ed.) The game comes out in December, more news around October/November time.

It's unlikely *Sonic 2* will have a battery back-up. Strewth! You lot aren't half impatient. Get on with ya revising!

We normally get loadsa pics of Sonic giving Mario a right bruising, but it looks like we've got another hero out there to do the dirty work. Taz'll hit the streets soon and should have no probs beating up the greasy little Italian plumber. That's what Steve Salter reckons anyhow. Good on yer Steve!

Entertainment USA

Dear Gut

We are holidaying in America this summer and my Sega-mad son tells me that all games over there are cheaper and he should buy some. Could you tell me if the Mega Drive carts in the USA are compatible with the consoles over here? Do the control pads etc work too?

Barry Scott, Stanmore, Middlesex

Cripes! Listen to you, Mr Moneybags, ain't Skegness good enough for ya?! The closest I've ever been to America's when I got trapped in a waste paper basket in McDonalds, Birmingham!

The majority of American carts *are* compatible. Make sure you don't purchase a game that claims to be SCART ONLY (like *Speedball 2*) or you'll be up Pooh Creek without a toilet duck! The control pads etc are fine. Have a nice day, cliché, cliché...

Staff problems!

Yo Gut!

Just thought I'd drop you a line and a few questions. I love SEGA FORCE, much better than *Pro* and *Power*. I own a Master System and some well wicked games. Please answer these questions:

1. Which company is the best at producing MS games?

2. Is *Kid Chameleon* coming out on the Master System or Game Gear?

3. Can you smash smug smelly **Mellerick**'s face in for me? Tell **Pitt** he's a big wimp and tell **Big Ed** to do some reviews.

Alex Day, Bearwood, West Midlands

Of course we're the best, we've been endorsed by the Queen of Comedy herself, Mollie Sugden!

The company with the best track record as far as MS games go is TecMagik. Nikki Hemming, their very important person, is a right little raver. What she doesn't know about novelty pencil erasers is nobody's business!

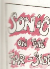
Sega have no plans to release *KC* on either the Master System or Game Gear at the moment.

Paul Mellerick's face already resembles a bitter and twisted pancake. Adrian Pitt's built like Blackpool Tower, so no messin', and Big Ed intends to do a few reviews when he's finished poking his Paul Mellerick voodoo doll! We're such a caring magazine!!

Mistaken identity

Dear GS

Whilst on holiday in Green Hill, I visited a strange underwater labyrinth. During an investigation of a slightly open window, I observed what I *thought* was a certain well-known plumber, holding an equally well-known supersonic spikey mammal suit.







Cheap and nasty

Dear GS

I used to buy all 3 Sega magazines every month - but something really funny has started to happen with the other two - they have taken to sticking crappy bits of electronics on their covers and sticking the price up!

Look at Sega Power for instance.....they sold me a free set of earphones that were absolutely shite and they charged me 55p extra for this free gift - worra rip off!

Then there's Sega Pro...they gave me a watch that cost me a full quid extra - yes...a full quid! - it took ages to work because the plonkers didn't print the instructions til the month after and even when I did get it to work, I wore it and the strap bust, causing it to fall into a puddle and that was the end of that. Water resistant, huh?!

Another thing...both these other mags say they are Britain's best selling Sega magazines - I suppose they're both telling porkies! Oh well, I suppose I'll have to put up with Sega Force. It might have some crap reviews but at least it doesn't rip me off for shitty bits of broken Hong Kong crap!

Yours bloody annoyed....

Ian Cotterill, Ashford, Kent

Honestly, some people never learn! You've burnt yer fingers now, haven't ya!? We could never feature shitty HK stuff here, if the Tokyo 2 found out about it we'd all lose our bleedin' jobs! Movin' on, I've never heard of a game called Crap! P'raps mean mean Craps, though I've not seen that on a cart yet! I could be wrong, but there ya go...

Upon questioning him, the somewhat familiar chubby, dungaree-clad service industry worker, specialising in water-pipes and toilets of the blocked-up variety, gave no comment. Suddenly, I realised my mistake. It was actually Bill, the local council 'on call' plumber, carrying an Everton FC strip with a gravy stain down the front!

Daniel 'Sir Psycho Sexy' Wilkinson, Leigh

PS Please accept my deepest apologies for the above passage, which, funnily enough, was based on an episode of that famous Aussie tea-time soap, *Neighbours*.

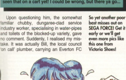
PPS I don't really believe you exist, you're just a gimmick. If you *are* for real, your name's *not* Gutter Snipe.

PPPS (This is getting really, really stupid!) **Red Hot Chili Peppers** is spelt with only one 'L'. Get it right next time!

You lot are flickin' loopy, I'm sure of it! There are too many subliminal messages hidden in the text this month. Loads of dark and sinister references to that other company and its mascot. Well, stop it right now, ya here?

Anyone who watches *Neighbours* must be seriously deranged. Why's the wallpaper always brown? Why do you never see anyone go to the toilet? Why are the pot plants better actors? It's beyond me! Putting Romeo and Juliet on a tandem is gimmicky.

That Mat fellow (one 't', or not one 't' — that is the question?!) is an avid fan of the aforementioned (big word!) spicy band. All I can say is, I hate 'em. Now get the 'L' outta my face!!




So yet another poor bast misses out on SEGA FORCE! Get it early or we'll get even more pics like this one from Victoria Shoes!

Too technical...

Dear Gut dude

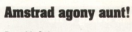
There's a way of expanding your Mega Drive, Wonder Mega or Giga Drive memory. My brain cells calculated the CPU can generate extra Hertz power.

This is how it works. You see, my boy, the mechanism of the infrastructure equals the incompatible frequency of 0.3798, to devise the hypotenuse over the structure of the organisms, which form a CPU magnitude of 1000 bits. So a 16-bit or 32-bit machine can transfer to 1000 bits!

To expand your console's memory, all you have to do is take it to the top floor of Telecom Tower and throw it out of the window. Then your 1000-bit machine is ready for action, but has to be reassembled first.

Banico C, Hertz, Sega Land

Very funny! I bet ya thought ya had us all goin' for a minute, eh? Everybody knows it's the Empire State Building. Get ya facts right, you sad man!



Amstrad agony aunt!

Dear Mr Snipe

Re the letter in Issue 5 regarding the use of Amstrad colour monitors with the Sega Master System. No probs! I've used it for years, with much better pics than a TV.

All you do is buy an Amstrad MP3 TV Tuner and, as if by magic, your monitor is a TV, into which an MS can be plugged! It costs less than £20. Easy, ain't it?!

G Ballantyne (aged 53 and a bit!), Brightlingsea, Essex

Get you, brain strain! Ever thought about auditioning for *Tomorrow's World*? Thanks for the advice, but this is an elite club. Anyone aged over 52 must be accompanied by an adult! See ya!

Belly flop!

Dear Gut shot

I've decided to take a leaf out of a famed rival's club magazine and in keeping with their reader's policy of reviewing everything that isn't stapled to the floor, I'm going to review my belly button fluff (snigger!).

Presentation 32%: Can get a bit mucky before bathtimes (ie, November!).
Visuals 89%: Well, at least it's not one of those horrible sticky-out ones!
Sonics 58%: Nowt! The odd rumbly spot FX though!
Playability 78%: Okay until prodded with cocktail sticks and used matches.
Lastability 92%: It's been there 24 years so I'd say it was pretty long-lasting!
OVERALL 85%: Sadly not as cute as Winona Ryder's — expect a great conversion soon!

Just two gripes, my stiletto-wielding (or should that be 'wearing') friend?!. BRING BACK CLAIRE MORLEY! I know she hasn't gone, but she was the best and horniest reviewer! And stop inflating that crudbag **Anthony Stevens**' ego, or is he on the payroll?

Oh, and why does **Marshal** look like **Mario**? Tell him to dye his hair blue and get rid of that pervy moustache!

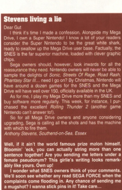
PJ Maybe, Headington, Oxford

I like my belly button fluff shaken, not stirred.

I reckon that's a fairly accurate review, although mine's slightly older than yours. My fluff was used to wattle and daub huts in the Dark Ages!

I'm sure Claire Morley would object at being likened to a bullock. She doesn't have horns! Flaring nostrils, maybe — but no horns! You can exchange Anthony Stevens for someone else if you like, as long as you keep your receipt!

Marshal's just as cute as Mario, so I'm told, *and* he's got a greater collection of ballcocks! His moustache was last seen doing 175mph on the M6!



Stevens living a lie

Dear Gut

I think it's time I made a confession. Alongside my Mega Drive, I own a Super Nintendo! I know a lot of your readers consider the Super Nintendo to be the great white shark, ready to swallow up the Mega Drive user base. Factually, the SNES is the far superior machine, loaded with clever graphic chips.

Sega owners should, however, look inwards for all the reassurance they need. Nintendo owners will never be able to sample the delights of *Sonic, Streets Of Rage, Road Rash, Phantasy Star III*... need I go on? By Christmas, Nintendo will have around a dozen games for the SNES and the Mega Drive will have well over 150, officially available in the UK.

As for me, I play my Mega Drive more than my SNES and buy software more regularly. This week, for instance, I purchased the excellent *Rolling Thunder 2* (another game Nintendo can't answer to!).

So for all Mega Drive owners and anyone considering upgrading, Sega is calling all the shots and has the machine with which to fire them.

Anthony Stevens, Southend-on-Sea, Essex

Well, if it ain't the world famous prize melon himself. Bloomin' 'eck, you can actually string more than one sentence together! Are you sending me letters under a female pseudonym? This girlie's writing looks remarkably like yours. Own up!

I wonder what SNES owners think of your comments. We'll soon see whether any read SEGA FORCE when the complaints come flooding in. Any chance of sending me a mugshot? I wanna stick pins in it! Take care...



Not so Speedy-ball!

Anybody else got problems waiting for hot games to come out? If ya have, let us know and we'll get the gen for ya! Ok?

What the hell are **Sega** playing at? In Issue 1, you reviewed *Speedball 2*. Where is it? I understand that games get delayed but this is ridiculous!

First it was due out in Feb, then March, then April. I've called Sega Europe and an incredibly 'helpful' chap informed me that he didn't know when it would be out.

Please shift your arse and find out (now there's a challenge!). If you can't find any answers (which wouldn't surprise me!), I suggest SEGA FORCE send me the copy they reviewed immediately. I trust this is agreeable with you?

Neil Hughes, ACE, DFS, MFI, BAQ, Crewe, Cheshire

OK, bright spark, what d'ya give *me* if I manage to answer your question? Flop all, I bet! Well, I've researched for ya, so I expect your cheque soon.

First, there were problems converting *Speedball 2* from SCART to PAL, then the company who held the rights to the game, Mirrorsoft, went bust during the Robert Maxwell scandal, so the game was never released.

Virgin now plan to put it on the shelves in January 1993. So it looks as though you'll have to wait just a little bit longer, blimpo! This ain't *Challenge Anneka* ya know!

Another crawly bumlick!

Dear Gutter Snipe

I've a few questions, or points, or whatever to ask/make.

1. I think SEGA 'fantastic' FORCE is better than my actual Sega (well, almost!). I mean, your mag's so ace compared to the others. I won't mention 'em, they're not worth it! Those 'others' are about as useful as a Nintendo mag! If your magazine fell down a well, I'd jump after it. If I was in a house fire, I wouldn't leave without my SEGA FORCE.

2. Why does everyone worry about that rancid pile of horse manure, **Paul Smellydick**? The one who claims he's the best games-player in the country! Ha! Anyone can claim that, even my second brother who ain't born yet could claim the crown. Please tell the nerd what I think of him.

3. Whatever happened to your old, yet beloved Ed, **Stuart Wynne**?

4. Other mags claim to be the best in the country. They just can't face facts — SEGA FORCE RULES! I love every inch of it.

SEGA FORCE

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NAME...ADDRESS...

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A problem shared...

Dear Edwina

I'm writing to my first agony column on the subject of young adolescents. I'm deeply worried about my teenage grandson, he's a dreadful sight. Firstly he goes round wearing casual wear, ie, T-shirts and trainers, jeans, Bermuda shorts and the like, instead of a good starched shirt, tweed short trousers, braces, good sensible leather lace-ups and a sturdy flat cap.

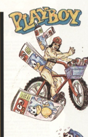
If that wasn't bad enough, he listens to... popular music, plays video computer games and is always reading a very foul magazine called 'Sayga Floors', with a columnist called 'Gooter Snape'. Please could you tell me how to solve my grandson's problem?

Mrs Elisa Schnidebottom, Cheshire

PS I think I got the wrong address for your column, but it should arrive alright.

What d'ya mean, Edwina? A name like that doesn't 'curry' favour in this section, lady!

Sit your son in a darkened room with old re-runs of *That's My Boy — he'll soon be cured. This mag's not at all foul, although Paul has been known to walk like a chicken! (Fowl! Geddit?!) Keep my columns out of this, wart features...*



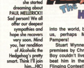
Then again, there is *one* thing I hate — the very back page! That means my fave read's over for another month. Your mag's unimprovable!!

Paul Goodfellow, Glasgow

SEGA FORCE isn't just better than your Sega, it's better than Battenburg cake, Bonnie Langford and Vileda Super Mops!! I'm sure the plebheads on N-FORCE won't be too chuffed to hear what you've said about Nintendo mags — but I agree!

That's a bit strong, your comments about Paul Mellerick, but then rancid piles of horse manure usually *are* quite strong!! When your little brother comes into the world, bring him down to see us, perhaps Mat can borrow his Pampers!

Stuart Wynne was escorted off the premises by Chris Knight! Old Chrissy Boy couldn't live with the fact that Stu beat him in the 1992 Cornish Pasty-Flinging Contest!



Joanne Alexander obviously had very little to do one sunny afternnon, so she started dreaming about PAUL MELLERICK!! Sad person! We all offer our deepest sympathies and hope she recovers very soon. Mind you, her rendition of Alcoholic the Hedgehog's pretty smart. Think I'll join him...HIC!

The drawist returns!

Hi Duck Sucker

Well, you asked for it! You said you wanted more scribbles if I had time. Guess what? I had the time! Question is, do you have the energy?!!

It goes without saying that the pic of **Paul Mellerick** was drawn after a long day lying in the sun. As for the one of **Sonic**, that's the price of fame and glamour for you!

Now for the crawly bit! A certain other magazine constantly *pro*mises to review games in their next issue. It then doesn't bother, giving no reason or excuse. I don't know about you, but my crystal ball hasn't been running on all four cylinders! At least your mag gives an explanation if a previously advertised game isn't reviewed. Keep dishing out the pure manure.

Joanne Alexander, County Antrim, N Ireland

Thanks again for the pics. Any chance of a date?!

Perhaps you'll knock Anthony Stevens off his perch! Only mad dogs and Englishmen stay out in the midday sun. You must be a keen artist if ya wanna draw Mellerick at high noon!

As for these promises the other mag makes, well, our policy's to keep you informed as much as possible as to the goings-on in the computer world. They probably couldn't tell ya how to make an omelette. Bitch, bitch...

Tales from the dormitory

Your mag's great! At least a dozen other people in my dormitory read my copy. No joke! I like the way you review games, 'coz you show a lot of screenshots. I've noticed some of your reviews are FOUR pages long! What an UNBELIEVABLE mag!

Nearly all my friends have Sega systems and they all buy your magazine.

Jonathan Murrism, Fleet, Hants

Oh yes, we *all* know what goes in dormitories. Midnight feasts, cosy chats about nuclear war and peg bags. I sometimes find our mag unbelievable too! Did ya know, if you wave the darn thing in front of your face fairly rapidly, what you actually have is a pretty nifty little fan. Keep yourself cool in that hot and sticky room of yours (oo-er missus!).

Sonic beater

Dear Mr Snipe

In Issue 4 of SEGA FORCE a person by the name of **Darren H** from Boston, Lincs, wanted to know if he was the first person to finish *Sonic* on the Game Gear, which he completed on the 25th of January.

Well I'd just like to say that he *isn't* the first, because *I* completed the game in the second week of December 1991!

Khuram Qayyum, Edinburgh

Bully for you, mush for brains. *I* finished *Sonic* the moment I got it outta the box. I use it as a poop scoop for my gerbil, Boris. Handy, eh?



Next Month

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SEGA FORCE 4/6 COMP WINNERS!

As seen on TV!

Remember that all-important phrase we set you to finish off? Up for grabs was a brilliant **Game Gear** and **TV Tuner**, as well as mega ***Champions of Europe*** carts and a **UEFA** goodie bag, thanks to the luscious Nikki Hemming at **Tecmagik**!

The SEGA FORCE team spent many a late night studying your verses, quips and downright obscenities and finally come up with the following list:

The classy winning entry comes from **David Lightfoot** of Watermill Close, **Ham, Richmond**, who delicately finished off the phrase like this:

I wanna stay tuned to the UEFA Cup with SEGA FORCE and Tecmagik because... Uncle Edgar Farts **A** lot during football matches, so I'd like to watch it in my own room!

Wot a classic, eh?! Anyway, David's a lucky little bleeder 'cos he walks off with the Game Gear, TV Tuner, *Champions Of Europe* cart AND the special Tecmagik goodie bag.

Now for the runners-up, who each get the footie cart on the format of their choice. They were:

Tim Holman of **Watchfield**, Swindon, who proudly announced... 'The BBC have Jimmy Hill and ITV have those bloody yawn, yawn adverts!' Too true!!

Kevin Wain of **Huddersfield**, Yorkshire went for the wordplay with his clever... 'If England step their Game up a Gear, it'll Tec-a-Magik Force to beat our Taylor-made team!'

Next was Mr **J McGhee** of **Bowthorpe**, Norwich, with a very clever little slogan... 'Soccer Enthusiasm, Goals Abounding, Football Officials Really Commanding, Energetic Action Nobly Demanding, The European Champions Means A Game I'm Commanding!' Get it? Too smart by half!!

Moving on, we had another touching entry from **Gareth Jones** of **Camberley**, Surrey, who suggested... 'Every four years I watch it on telly, drink lager, eat chips and get a fat belly! And shout En-ger-land!!'

Last up in the runners-up batch was another verse, this time from **Tony Dennison** of **Leeds**, whose catchy line went... 'Tecmagik, Champs at technical know-how, SEGA FORCE scores with informative show-how. Put together, what a dream, UEFA, perfect winning team.'

That's yer lot, though we've gotta mention **Gavin Jackson** of **Crossgates**, Leeds, who obviously spent a helluva time thinking about his answer before coming up with the brilliant, 'I wanna stay tuned to the UEFA Cup with SEGA FORCE and Tecmagik because... I wanna win a Game Gear!'

Nice try, Gavin! You're certainly not getting a Game Gear for that, though we might send you something in the post for your nerve!! Cheeky git!

EuroDisney Winners

Coo, it was just like bingo! Phoning up the **SEGA FORCE Disney Hotline** to see if yours was one of those lucky, lucky numbers. It's time to be greener than green with envy, 'cos the winners of that big, BIG family holiday to **EuroDisney** are **Paul and David Spencer**, of **Ramsey** in **Hants**. Those lucky bleeders! (Well, there had to be more to Ramsey than *Neighbours*, didn't there?!)

The leading runners-up, who'll receive mega goodies like joypads, games, cheat books and loadsa other things, are (very, very deep breath):

Ross Mackay, Hamilton, Lanarkshire; **Jamie Smurthwaite**, West Wickham, Kent; **C Smithwaite**, Beckenham, Kent; **Robert Runfitt**, Jersey, Channel Islands; **Darren McCone**, Torrance, Glasgow; **Mr Kikkby**, Eastbourne, East Sussex; **William Lloyd Baker**, Hardwicke, Gloucester; **Kate Hancock**, Chesterfield, Derbys; **Tony Smirthwaite**, Swanley, Kent; **A Mackay**, Lybster, Caithness; **Peter L Clark**, East Bridgeford, Nottingham; **Mark Herron**, Felixstowe, Suffolk; **Fred Blunden**, Wokingham, Berkshire; **Gary Doodson**, Tintwistle, Hadfield, Hyde; **Carl Jebson**, Weston Super Mare, Avon; **Jackie Brown**, Wigan, Lancs; **Karen Shortweite**, Croydon, Surrey; **Matthew Rhys Jones**, Barrow in Furness, Cumbria; **Tim Bailey**, Maldon, Essex; **Lee Goodey**, Norwich, Norfolk; **Paul Craig**, Dumbartonshire, Scotland; **D Morgan**, Braintree, Essex; **Billy Kennedy**, Dundee, Scotland; **Andrew Blackmore**, Bournemouth, Dorset; **Mr R Osman**, Reading, Berkshire; **Daniel Lyons**, Feltham, Middx; **Claire MacIntyre**, Newquay, Cornwall; **Martin Armstrong**, Bothwell, Glasgow; **Ian Todd**, Wolvercote, Oxford; **Jay Myerscough**, Maghull, Liverpool; **Martin Murray**, Lambeth Road, Kennington; **James Preston**, Wymondham, Norfolk; **Nick Claydon**, Sandy, Beds; **Philip Martin**, Wimbourne, Dorset; **Stephen Scott**, Inverurie, Aberdeenshire; **Mark Putt**, Bude, Cornwall; **Ian Lewis**, Nr Radruth, Cornwall; **S Walsh**, Forres, Morayshire; **M Price**, East Withering, West Sussex; **A Russell**, Folkestone, Kent; **S Holton**, Great Barr, Birmingham; **CM Stanfield**, Oxford; **C Myles**, Hinckley, Leics; **C Rising**, Curzon Park, Chester; **Edward and Jeremy Allen**, West Runton, Cromer; **C McKenny**, Newquay, Cornwall; **Jamie Playford**, Norwich, Norfolk; **T Anglish**, Clwyd, North Wales; **Mr Robinson**, East Wesham; **R Dunleavey**, Erdington, Birmingham; **Martin Zebelys**, Eccles, Manchester; **Gary Pidgeon**, Raynes Park, London; **Michele Norton**, West Park, Nottingham; **M Gregory**, Hindley, Wigan; **Kevin Cheung**, New Moston, Manchester; **Jenny Ball**, Wimbledon Chase, Surrey; **John Dunnion**, Clarkston, Glasgow; **S Brown**, Hornchurch, Essex; **Mr A Griffith**, Whitstable, Kent; **David Phipps**, Hatfield, Herts; **PJ Hope**, Banbury, Oxon; **G Cathcart**, Dundee, Scotland; **J Brace**, Aston, Birmingham; **Thomas Thorogood**, Elkham, London; **Domenico Ortolando**, Banbury, Oxon; **Paul Dean**, Hoddesdon, Herts; **James Fulford**, Tunbridge Wells, Kent; **R Tharle**, Littlehampton, Sussex; **Glen Urquhart**, Edinburgh; **K Davies**, Winteringham, Scunthorpe, HS Osman, Enfield, Middlesex; **Robert Walker**, Boyme, Lincs; **Taminder Sangha**, Bilston, West Midlands; **J Hodgkinson**, Horsley Woodhouse, Derby; **Donna Marie Green**, Dudley, West Midlands; **Harry Keaney**, Cranhill, Glasgow; **Carole Kraska**, Middlesborough, Cleveland; **Marc Vigliotta**, Pentyrch, Cardiff; **S Stevenson**, Swanwick, Derbyshire; **Alan Muir**, Maryhill, Glasgow; **Keith Denny**, Droylesden, Manchester; **J Mcaffee**, Co Londonderry; **T Sykes**, Bolton, Lancs; **Oliver Woods**, Stowmarket, Suffolk; **Wayne Pollard**, Boughton, Chester; **Robert Lacey**, Ipswich, Suffolk; **Nil Lucas**, Skelmersdale, Lancs; **James Walsh**, Aberdeen, Scotland; **JP Sparrow**, East Barnet, Herts; **Gerard Batchelor**, Omagh, Co Tyrone; **Dean Clarke**, Stevenage, Herts; **Mark Clare**, Stevenage, Herts; **Justin Woolard**, Fleggburgh, Gt Yarmouth; **Simon Andrews**, Spean Bridge, Inverness Shire; **S Martin**, Nr Farnham, Surrey; **Adam Freeman**, Anlaby Park, Hull; **Gary Riseborough**, South Shields, Tyne & Wear; **Anthony Craig**, Kings Park, Glasgow; **Robert Mobb**, Warwick; **Ozzie Suleyman**, Enfield, Middlesex; **Mr G Cox**, Crabbs Cross, Redditch; **Christopher Hill**, Newquay, Cornwall; **Richard Smith**, Bletchley, Milton Keynes; **Stuart Murray**, Aberdeen, Scotland; **Nicholas Mumford**, Bury, Lancs; **Mr B Guy**, Bexley, Kent; **Adam Lach Szyrma**, Kingsbury, London; 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(Phew! After sorting through that lot I think I'll go and lie in a darkened room with a small bowl of raspberry blancmange — Prod Ed.)

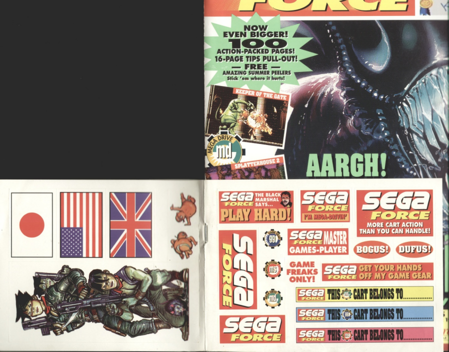
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